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MARCH
No. 49
1999

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SNOWBOARD KIDS 2
ZELDA: OCARINA OF TIME

AND MUCH MORE!

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MARCH 1999

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By
not
taking
from others,
you are
accepting
your
own
limitations.

By
not
giving
to others,
you
shall be
lonely
at the
top.

By
creating
new places
to roam,
and
sharing them
with those
near and far,
you
promote
appreciation
for a higher
level.

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◆
If you
choose
not to give
to your
friends,
you may
have to
give up your
friends.

◆
If you
choose not to
take from
your friends,
you will
remain the
amateur little
novice
your friends
always said
you were.

◆
If you
choose
not to accept
the characters
that others have
created,
you will learn
nothing,
remain stagnant,
and die
an early,
painful
death.

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DexDrive

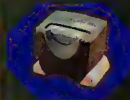
Good karma



PlayStation



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TIPS & TRICKS



MARCH 1999

ON THE COVER:

Action hero Gabriel Logan rocks the PlayStation world. *Syphon Filter*, 989 Studios and the *Syphon Filter* logo are trademarks of Sony Computer Entertainment Inc. ©1999 Sony Computer Entertainment Inc.

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QUOTE OF THE MONTH:

A spinning coffee cup? I'm getting dizzy!

—Ronsaucer, Irritating Stick

40

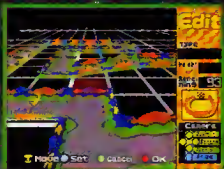
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BLAST 'EM

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For years, *TIPS & TRICKS* Editor in Chief **Chris Bieniek** has had a recurring dream in which he has the ability to levitate his entire body from a standing position. Strangely, he can only rise a few feet off the ground, and only for short periods of time, and only if he concentrates really, really hard.

Current Favorite Games: Bust-A-Groove, Irritating Stick, Blitz 99, Tetris Plus



Executive Editor **Jim Loftus** laughs louder than any other human being in recorded history. He's a generous tipper in restaurants, but occasionally gets thrown out of Toys R Us because he likes to climb up and rip open the factory-fresh cases of action figures that are stored above the display shelves and racks.

Current Favorite Games: Sonic Adventure, Godzilla Generations, The House of the Dead 2, Syphon Filter



Senior Editor **Tyrone Rodriguez** suffers from mild claustrophobia, but he's found a way to fight its effects when he travels between floors in the *TIPS & TRICKS* offices. Visitors to the building are often unnerved to find Tyrone standing in the corner of the elevator, chanting "Austin Powers...Austin Powers...Austin Powers..."

Current Favorite Games: The House of the Dead 2, Sonic Adventure, Kicker, Bible Adventures



Associate Editor **Anatole Brown** doesn't believe that those magnetic bracelets can have any effect on a person's health, but he's sure that they would have some kind of effect on a person's ATM card if they got too close to each other. That "Bigfoot" footage from the '70s, on the other hand...now that's a different story.

Current Favorite Games: Ehrgeiz, Ridge Racer Type 4, Tetris DX, Street Fighter Zero 3



As a pre-teen, Associate Editor **Jason Wilson** used to pack all of his 100+ Nintendo Entertainment System games in a giant black garbage bag and get on the bus to go to his friend Joe's house. There, he and Joe would organize their collections into giant piles of Game Paks before sitting back to admire them.

Current Favorite Games: Street Fighter Zero 3, Ehrgeiz, Beatmania 3rd Mix, Military Madness



Art Director **Ione Flores** listens to Radio Disney, but hates the fact that it's broadcast on the AM band in Los Angeles. She can't believe that AM radio still sounds just as fuzzy and distorted as it did when she was a little kid. "It's almost the year 2000," Ione reasons. "Somebody oughta fix that already."

Current Favorite Games: Bust-A-Groove, Crash Bandicoot: Warped, Hot Shots Golf, Sonic Adventure



Contributor **Ara Shirinian** has written book-length theological dissertations on "Camera Positioning in Polygonal Video Game Design," but can't explain why Meowth of Team Rocket is the only Pokémon who can speak English. Ara's favorite cable TV cooking show is *Two Fat Ladies* on the Food Network.

Current Favorite Games: CastleVania, Ridge Racer Type 4, Sonic Adventure, Galactic Pinball



Pat Reynolds' mother tells him every day not to move so fast across the room. She's worried he'll break something, but he's at the age when he'll do what he wants to. If Pat takes his glasses off, he can hold a View-Master reel up to his face and actually see the images in three dimensions...but he has to cross his eyes to read the captions.

Current Favorite Games: Mega Man Soccer, Armored Core: Masters of Arena, Dungeons & Dragons: Tower of Doom



Mew is the rarest of all Pokémon; it's possible that the creature cannot be encountered during normal gameplay in either the red or blue versions of the *Pokémon* game. Japanese trainers who brought their Game Boys to Nintendo's Space World expo in 1997 were allowed to get one Mew apiece by trading with Nintendo employees. Here in the U.S., 151 lucky trainers will have the ability to win Mew through a special contest sponsored by *Nintendo Power* magazine.

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Readers' tips



Got an interesting question or frozen pizza for the T&T staff? Send your tips, tricks and queries to:

TIPS & TRICKS
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We can't respond to individual letters, but we encourage you to write anyway because you never know.

POLLY WANT A DREAMCAST

The other day I noticed that three characters from Pokémon have the symbol of the new Sega Dreamcast logo on them. The characters are: Poliwhirl, Poliwhirl and Poliwhirl. Should Nintendo's lawyers be worried about this?

—Kris Wiebe
Abbotsford, BC Canada



That's a pretty funny observation, Kris! It seems like that funny little swirl thing is showing up everywhere these days.

1ST PLACE STATION

I have a question I would like to ask. What was the first game made for the PlayStation?

—Rick Craft
Bois Blank Island, MI

Good question, Rick, but it's a tough one to answer. Namco's Ridge Racer was definitely one of the first PlayStation games to be finished or "made." Legend has it that the game was completed even before the PlayStation's memory and CD-ROM read/write specifications were finalized...which would explain why the entire game loads completely into memory when you turn the machine on, allowing you to remove the CD from



the drive and still play every stage. However, if you'd like to know the name of the first game to be published for the PlayStation in North America, the answer might surprise you: It was Total Eclipse Turbo from Crystal Dynamics, which was shipped a few days BEFORE the PlayStation hardware arrived in stores. We had a final, shrink-wrapped production copy of this game in the Tips & Tricks offices in August of 1995, and the PlayStation wasn't released until September!

SHORT-TEMPERED

I own Pokémon for Game Boy and so do a few of my friends. I got the game when it first came out here in the U.S., and I, for one, love the game; it's so fun. But, you know, it really ticks me off when people who don't even have the game and have only seen the TV show a few times think they know everything about the game. For instance, I got into a big argument with some kids at school because they were saying things like "Pikachu is the best Pokémon there is," or "Nobody can beat Bulbasaur." And I said that Pikachu isn't the best Pokémon and that Bulbasaur CAN be beat. I asked them if they knew who Mewtwo, Spearow, Dratini, Dragonite or Abra were, and they didn't know. And you wanna know why they didn't know? It's because they're IGNORANT STUPID KNOW-NOTHINGS. Don't you agree with me?

Thank you for your time. You guys are the best.

—Chuck Hathcoat
Catoosa, OK

Easy there, Chuck! Just because you're an awesome Pokémon trainer and those kids at school are not...well, that doesn't mean they're "stupid!" We think the folks at Game Freak—the creators of Pokémon—would be pretty sad if they found out that you guys were arguing about the game instead of sharing information and respecting each other's opinions. Those "know-

nothings" wouldn't be so "ignorant" if you took the time to tell them all about Mewtwo and Spearow, etc., now would they? Just keep your cool and they will know you're the man.

On the other hand, if you catch any of those punks saying anything bad about Jessie from Team Rocket, you let us know and we'll kick their ignorant, stupid, know-nothing butts all the way to Pizza Hut.

THE GREATEST GAME EVER?

I love Tips & Tricks Magazine! I always find the codes very helpful and fun! A few years ago I checked out a game for the Genesis called General Chaos. It's the greatest game ever! I rented it about three or four times before they took it off the shelf. I searched everywhere to find a copy but I was unsuccessful. Then one day I went to the mall and was looking in a video game store when I saw it. They were selling it for five bucks! It was "pre-owned," but who cares? Of course I bought it. I brought it home and immediately started playing it. My friends and I have a blast playing it. I was wondering if you had any codes for it. ANY CODES. My friends and I would really appreciate it. Thanks!

—Mark Nieto
Long Beach, CA

For those who never heard of it: General Chaos was developed for the

TOKEN OF THE MONTH



This month's token comes from the Fun Fair Arcade in Guam; it was sent in by Tyrone Morgan, a U.S. Navy sailor stationed just outside of Tokyo on the U.S.S. Chancellorsville. Thanks, "Big Mo"!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

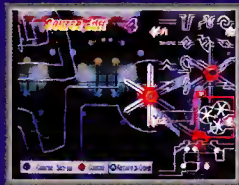
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?

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www.jaleco.com

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Genesis by Game Refuge, Inc., the same folks who created Rampage World Tour. Aside from the great gameplay, you can always tell a Game Refuge game because of the artwork by Brian Colin. Take a look at Xenophobe, Arch Rivals, Pigskin 621 A.D. and General Chaos and you'll know right away that the characters were all designed by the same guy. There are hundreds of thousands of artists who are proficient with ink and paper—and Colin is certainly one of those, too—but he really made his mark by working in the thankless medium of television pixels to create memorable, identifiable characters out of very limited color palettes and relatively low resolution. We've heard that another Rampage sequel is in development...be sure to check it out!

Whoops! We almost forgot: Here are the tips you asked for.

Genesis Tips

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while the game is paused, you can access the following features:

- **Maximum Medics**—Press and hold A and C on Controller 1 and B and Down on Controller 2.
- **Battle Advance**—Press and hold A, C and Up on Controller 1 and B on Controller 2.
- **Full-Scale War Advance**—Press and hold A, C and Down on Controller 1 and B on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press A + C on Controller 2 and B + Down on Controller 1.



TOO MUCH TOO YOUNG

"Sup, guys? I was just reading about the Resident Evil novels in your November issue when I came across this sentence: 'If you have not played the original Resident Evil—who hasn't?' I was furious! I want to play Resident Evil 1 and 2 but my parents say I shouldn't because of the gore. I hear

everybody at school talking about it and I just stand there saying nothing! Do you think I should just play it or should I wait until I'm the proper age? I'm 12 and I'm in the 7th grade. Please publish this letter and answer it thoroughly because you are the first people I turn to. Thanks for your time.

—Jayson Zorb
Pomona, CA

Sorry, Jayson; that's gotta be pretty frustrating, man. But you've got to look at the big picture. The video-game industry leaders put ratings on their games in order to keep government legislators from completely censoring the games' content. If your folks didn't care enough to pay attention to the ratings and enforce them, those senators would say, "Look at that 12-year-old playing Resident Evil! Obviously, the rating system does not work!" And they would pull the plug on all kinds of cool games that just happen to have some violence in them; there would never be a Resident Evil 3! So, in a way, your parents are protecting your future as a video-game player. If you play by the rules now, you're helping to ensure that those games will still be around when you're 17.

SUPER BOY

I was at a grocery store about a couple of months ago looking for a good gaming magazine and the great artwork of your July issue caught my eye. I flipped through the pages and liked what I saw, and I immediately bought it. Soon after, I subscribed. Your magazine is the best. Anyway, I wanted to know if you could put the new Game Boy games like Pokémon, Superman, WWF Warzone and the new Color Game Boy games into the Super Game Boy. Please answer, thanks.

—David Sarabia
Venice, CA

Thanks for the compliments, David. Yes, you can play just about any Game Boy or Game Boy Color game on the Super NES with the Super Game Boy adapter. The Super Game Boy won't recognize the color information in games that play in color on the Game Boy Color, but you can still play them in black-and-white.

It is possible, however, that future Game Boy Color games will not work on the original Game Boy or Super Game Boy at all. Midway had announced that the Game Boy Color version of San Francisco Rush would not

work on the older systems, but the game has been dropped from the company's release schedule and we're not sure if it will ever appear. For now, the only problem with Game Boy compatibility involves the new Game Boy Color-optimized The Legend of Zelda: Link's Awakening DX. This cart is slightly different from the original 1993 release of the game; most notably, a new dungeon has been added for players to explore. But you can't access the new dungeon unless you play the game on the Game Boy Color system. What's up with that?

ENTER THE DRAGON

I have been reading your magazine for some time now, and I have a question for you: Are the Dragon Ball games already released in the U.S.? Thank you for taking time to read my letter and keep on keeping on.

—Austin Jones
Baltimore, MD



Dragon Ball Z Super Butoden 3 for the Super Famicom (a.k.a. SNES).

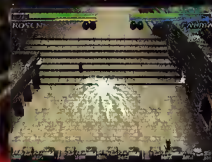
That's a darn good question, Austin. As far as we know, American video-game players have only been treated to one console game based on the very popular Dragon Ball anime series: Dragon Ball GT Final Bout for the PlayStation. In Japan, Dragon Ball fans have about two dozen games to choose from, including Dragon Ball fighting, adventure and role-playing games for the Famicom (NES), Super Famicom (Super NES), Mega Drive (Genesis), Game Boy, Saturn and PlayStation. Based on the number of Dragon Ball illustrations we receive for consideration in our Reader Art Gallery each month, Bandai (the publisher of all those Dragon Ball games) should definitely consider bringing a few more of them to this side of the globe.

GENESIS DOES

Your mag rules! Everyone I know tries to get it from me whenever my

Readers' tips

LONG AGO, A SMALL COUNTRY WAS BESTOWED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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new issues come. But I want to know what happened to your Sega Genesis Tips section. I know it's old, but a lot of us don't have enough pocket cash to go buy an N64 or Playstation. I have not seen it since the September '97 issue. Could you please put a Genesis Tips section in a future issue? Please show *Earthworm Jim 2* and all the *Sonic* games. THANKS!

—Andy Siok
South Windsor, CT

It's tough to keep a regular Genesis Tips section going when there haven't been any new games released for the system in such a long time. (Yeah, we know about Frogger, but we couldn't find any codes for it.) But since you asked so nicely, we stuck in a few pages of classic codes for the Genesis and Super NES in this very issue. To the readers who feel like complaining because you may have seen these codes before...hey, don't blame us; it's all Andy Siok's fault.

REASON TO LIVE

Wuz up, *TIPS & TRICKS*? I just want to tell you guys that your magazine rocks! I have not seen any other magazine like it. I have seen video game books like *GamePro* and *EGM*, and I always have one question: when are they going to show us some codes? I'm not saying they don't have any codes, but they just don't have enough for me to buy the magazine. When I look in a video game book I want to see what new codes are out. I wouldn't

know what other magazine I would be able to rely on for the best cheats and strategies other than *TIPS & TRICKS*. Every time I get another issue it gets better and better. I want to thank you for giving me something to look forward to at the end of each and every month. You guys keep up the good work.

—Michael R. Powell
Odenton, MD
P.S. Please print my letter to show that your magazine rocks!

Thanks, Michael! What can we say? Codes are our business...and business is good.

ASKIN' AWAY

I have a few questions/rumors that I need your help in clearing up.

1. I heard from more than one person that Nintendo is pulling *The Legend of Zelda: Ocarina of Time* off the shelves to make it a limited-edition game. What's the scoop? If it's true, wouldn't they be losing money? I mean, this game could be a million-seller in three, maybe four months.
2. Much like *Final Fantasy VII*, *Zelda* has a great storyline and would make a terrific movie. Have you guys heard anything about that?
3. How much longer do all die-hard *Resident Evil* fans have to wait before the movie is ready to hit the big screens?
4. This is the last one. A few months ago the people at Nintendo HQ said that the 64DD was near completion, right? What happened to it? I don't even see any updates in your magazine, or at the most very little.

Thanks a lot, you guys are just too sweeeeeet!

—Greg Rosethko
Cleveland, OH
P.S. Keep up the good work, you're #1!



Remember the *Legend of Zelda* cartoon? We didn't think so.

be made, we hope it will be better than those *Zelda* cartoons on the Super Mario Bros. Super Show from 1989...the ones where Link is always whining, "Excuuuuuue me!" every time *Zelda* refuses to kiss him.

3. If it's true that "no news is good news," then the *Resident Evil* movie must be doing great, because we haven't heard a word about it for months. We'll update you as soon as we hear something concrete.

4. Nintendo has put the 64DD add-on on the back burner for a while; a Japanese release date has not been announced, and it's very likely that the peripheral will never be released in North America.

MONEY TALKS

Hey, first I want to tell you that you have a great magazine! I have a juicy code for ya if you ever decide to print Genesis codes again. The code is for *Theme Park* to get BUNCHES of money! Go to the Enter Password Menu, put "DST" for the name and "SAKQCSABDS4" for the password.

—Dannny Richardson
North Bend, OR
P.S. If you print this letter, do not tell my brother; he will kill me if he finds out I sent in our "secret code."

What is it with you people and the Genesis? This month's mailbox had more letters talking about the Genesis than about Sega's new Dreamcast system! That \$30 "Genesis 3" console must be pretty popular!

I WANNA BE ZELDA

I wrote to Nintendo of America about making an N64 sequel to *The Legend of Zelda: Ocarina of Time*. My idea was to control Princess *Zelda* at some points in the game. I wanted to know you guys—and Ione's—opinions

T&T Sticker Gallery

Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to *Tips & Tricks*, 8484 Wilshire Blvd., Suite 906, Beverly Hills, CA 90211 and we'll try to print 'em right here!



about the idea. I think it's good because the only Nintendo game I can think of in which you control a female is *Metroid*. Oh yeah, I forgot *Perfect Dark's* Joanna Dark. They should make more games with female main characters, but not Lara Croft clones with big boobs. A good game doesn't need sex and violence to make it. Look at *Banjo-Kazooie* and *Zelda*.

Will you print my letter please?

—Jesse "Link" Korkki
Flagstaff, AZ

Hear, hear! We'd love to see a *Zelda* game in which you actually get to control *Zelda* herself.

ART CRITIC

I wrote you a letter in August of '98 and enclosed three drawings. I have NOT seen any of them in any of your issues since then. I have observed past issues and MY drawings are 80 times better than some of the very poor drawings in the magazine. I think that you publish some of those just because they say "TIPS & TRICKS" on them. So I am remailing two of my drawings with "TIPS & TRICKS" written on them. Other than that, I love your magazine.

—Tyrone Strickling
Arlington Heights, IL

You might think this is crazy—and we may be the only magazine in the world to do this—but we don't choose the pictures in the *TIPS & TRICKS* Reader Art Gallery based on how good they are. Believe it or not, we select them totally at random, just so everybody can have a chance at getting their name and their artwork into the magazine. We figured that it would be more fair to do it this way, and the result is a REALLY wide variety of art styles and subjects, which is more fun for everybody. We hope you'll agree.

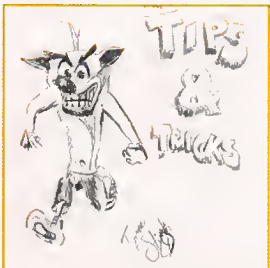


Illustration by Tyrone Strickling.
So there.

LOSS OF CONTROL

Hey. Me again. Okay, here's the thing. One of my best friends has *Mortal Kombat 4* for his Nintendo 64. I go down to his house pretty often, like every day. Anyway, I learned all these combos and other crap on an N64 controller. So, a few days later I went to an arcade to play *MK4*. I was terrible. I was so used to the N64 controller and it was the first time I had played it in an arcade. In case you don't already know my idea, I'll spell it out for you: I think that all games in arcades that are available for home systems should have the home system controllers on the machines as an option. Or they should have the ports so people can bring their own controllers and play. I figured, hey, they make arcade sticks for home systems, so why not do the same thing vice-versa? What do you think about my idea? Please print my letter, I want to get some feedback. Thanks!

—Jon Culver
Louisville, KY

That's a pretty cool idea, Jon! As a side note for trivia geeks, most NeoGeo arcade cabinets do have controller ports that allow you to use the home system's controllers to play the game. Unfortunately, the sockets are mounted on the main motherboard, which is locked up deep inside the cabinet where nobody but the machine's owner can access it.

The thing you have to remember—and this is the reason your idea would never work—is that arcade games have to be super tough in order to withstand the daily abuse they receive at the hands of the most hardcore video game players in the world. If there was a big old Nintendo 64 controller hanging out of the front of a *Mortal Kombat 4* arcade machine, you can bet that some punk would rip the cable out faster than you could say "Chuck E. Cheese!" And if there was a port for you to plug in your own controller, it would be constantly shorting out because some creep put a booger in there or flicked the ashes from his cigarette all over it. You gotta give credit to the folks at Midway for being brave enough to mount a N64 Controller Pak socket on the Blitz 99 arcade cabinet...but then, they made sure that nobody would be able to mess with it. The port is covered by a thick metal door that slides open when you pay credits to access it; when you remove the Controller Pak, the door slowly closes again, locking up tighter than Willy Wonka's chocolate factory.

BY A VOWEL

Hey *TIPS & TRICKS*, I've got a lot of questions I was hoping you could answer, and I mean a lot of questions.

- 1) I have a Sega Genesis, but I never managed to grab one of your issues with the Genesis codes. Could you PLEASE put all Genesis codes in at least one of your issues?
- 2) Is there a level select for *Star Fox 64*?
- 3) How do you beat Shinnok in *Mortal Kombat Mythologies: Sub-Zero*? I managed to freeze him, then punch a few times, but his life meter never goes down.
- 4) In *Super Mario 64*, when you get all 120 stars it says in a code book that there are more secrets to find. Other than Yoshi being on the castle roof, that's the only "secret" I can find. What are some more "secrets"?
- 5) On *WCW vs NWO World Tour*, when you put in the Game Shark there is a code to get extra characters, but I can't get the code to work. I know there are two different versions of the game, and I've tried both codes and neither work. What's wrong?
- 6) I know it's not your job to keep up with what happens to TV shows, but since it involves video games you might have what I need to know. I used to watch *Mortal Kombat* (the animated version), *Sonic the Hedgehog* and *Super Mario Bros.* on the USA network. What happened to them?
- 7) I saw an ad in your magazine for a TV show called *The Electric Playground*. What station can I find it on?

—Clint Vowell
Philadelphia, MS

- 1) You know, this sudden explosion of interest in the Genesis is really starting to get scary.
- 2) Not that we've been able to find.



- 3) You have to freeze him, then teleport to the other side of him, freeze him again while his back is turned and grab the amulet from around his neck.
- 4) Have you seen how sparkles come out of Mario's butt when you do the triple jump now? That's gotta be good for something.
- 5) Hmm...it's hard to say. Try re-en-



tering each of the two codes, one at a time, and make sure that you've only got ONE code active each time you test it out. This way you can isolate the problem if it's conflicting with other codes you may have entered. If that doesn't work, contact Interact's customer service department to see if they can help.

6) Looks like all three shows have been removed from USA's programming schedule. If you didn't tape any of the episodes while they were still on, you might be able to find some of them available for rent at your local video store. Only a handful of the animated Mortal Kombat episodes have been released on video, but there are a lot of Sonic and Super Mario Bros. tapes available.

7) As this issue went to press, The Electric Playground was only being broadcast in Canada and in select U.S. cities. We'll let you know when it goes nationwide; you're gonna love it!

A LITTLE RARE

I noticed in your January '99 issue that Sega Saturn codes were a little rare in your Tips section. So, I was wondering...WHAT IS GOING ON? I mean, I love your magazine, but this is too much! Anyway, if you are going to get rid of your Saturn tips, can you at least go out with a bang and have tips for, like, every Saturn game?

—Justin Granger
Midland City, AL

Come on, Justin; surely you've noticed that Saturn games are "a little rare" down at your local video game retailer! We're proud to have supported the Saturn during its all-too-brief days of glory, but every once in a while we have to clear out the codes for dead game systems to make room for the new ones. We've heard reports that one American game publisher may continue to release new software

for the Saturn—in fact, there's talk of the Saturn being redesigned and reissued for a shockingly low price—but until these rumors are confirmed, the Saturn will continue to be yesterday's news.

BUBBLYCIOUS

If you guys at *TIPS & TRICKS* can name your favorite video games on page 6, I can name mine: *WCW/WWF Revenge*, *NFL Blitz*, *Resident Evil: Director's Cut* and *Bubble Bobble* (NES). Have any of you ever played *Bubble Bobble* (NES) before? It is an excellent game.

—Tom Putman
Houston, TX

Of course we've played the NES *Bubble Bobble*! Our love for *Bubby* and *Bobby* continues to this very day, as evidenced by the Bust-A-Move 4 strategy guide in our last issue.

COLOR COMMENTARY

For Christmas '98 I received a Game Boy Color with *Mortal Kombat 4*. I have a couple of comments about the system. Overall, it is really cool. It has a vivid, crisp, ultra-sharp screen and an infrared wireless communications port. The battery life is an eternity, even compared to some black & white systems (10 hours on two AA batteries). In my opinion, it has only two drawbacks: It is not back-lit (you can't play in the dark) and the use of the infrared communications port is very limited. Only the upcoming Game Boy Color games will have this feature, and the two units must be kept perfectly aligned and within 20 feet of each other. Personally, I believe that the standard linking cable for two-player games is a much better option. The wireless port would be better used as a remote control. Then again, that might drain the batteries too quickly.

—Tim Villabona
Pensacola, FL

Glad you're enjoying your new game system, Tim. Like you, we're very anxious to find out how the Game Boy Color's infrared communications will work; it'll be great for trading monsters with future editions of Pokémon. Using the Game Boy Color as a remote control device for your TV or VCR? That's probably one of the crazy ideas that Nintendo is cookin' up in its research labs even as we speak. We've said it before, and we'll say it again: If any video game system has a chance to live forever, it's the Game Boy.

IMPORTANT NOTICE:

TIPS & TRICKS Needs Your Help!

Who is this primary user? Name: <u>JASON WILSON</u> Address: <u>8824 WILSHIRE BLVD.</u> City/State/Zip: <u>BEVERLY HILLS, CA 90211</u> E-mail: _____ Phone: _____		What type(s) of games do you plan to buy? (mark all that apply) <input type="checkbox"/> Action <input type="checkbox"/> Fighting <input type="checkbox"/> Driving <input type="checkbox"/> Strategy <input type="checkbox"/> RPG <input type="checkbox"/> Action/Adventure <input type="checkbox"/> Light Simulation <input type="checkbox"/> Other (list below) _____	
You learned about this game from: (mark all that apply) <input type="checkbox"/> Television <input type="checkbox"/> Magazine <input type="checkbox"/> Radio <input type="checkbox"/> Game Store <input type="checkbox"/> Friend <input type="checkbox"/> Other (list below) _____		What other Atari 800's have you played? <input checked="" type="checkbox"/> None <input type="checkbox"/> Other (list below) _____	
Game Purchased: <u>BOMBERMAN WORLD</u> Date of Purchase: <u>1/12/99</u> Name of Purchase: <u>ELECTRONICS BOUTIQUE</u> Do you have any comments about this game? <u>I miss 8-bit Bomberman and</u> <u>16-bit TurboGrafx Bomberman.</u>		What is your favorite TV Show: <u>DANIEL'S CREEK</u> Magazine: <u>TIPS & TRICKS</u> Video Game: <u>GOING TO MOVIES</u> Other (list below): <u>TRICKS</u>	
Who made this decision to purchase this game? <input checked="" type="checkbox"/> Myself <input type="checkbox"/> Parent, friend, relative or other			

Do you recognize this card? There's one like it in just about every new video game you buy. When you fill out and mail a card like this, you're giving the game's publisher valuable feedback about you and your interests. They're usually postage-paid, and some publishers even use the cards to give out free games in monthly drawings! Unfortunately, if you look closely, you'll see that *TIPS & TRICKS* has not been included in the list of magazines that this particular card asks about. This is where we need your help. Whenever you fill out one of these cards, PLEASE check the *TIPS & TRICKS* box to tell the publisher that you read our magazine! If there is no *TIPS & TRICKS* box, write it in yourself! We want to make sure that everybody in the industry knows about *TIPS & TRICKS*, and there's no better way to spread the word than to have our readers speak for us. We've always known that *TIPS & TRICKS* has the coolest, most powerful readers in the business; now we're asking you to prove it by taking a minute to get involved in this very important project. With your help, *TIPS & TRICKS* will continue to grow and thrive through the new millennium, bringing you more tips and codes than you've ever seen before!

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- Diamond Dallas Page



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Syphon filter

part 1 of 2

by Jim Loftus



Syphon Filter is an excruciatingly painful game at times. No, not painful because Gabon is constantly kicking himself in the back of his pants as he high-tails it through each level, but painful due to the sheer number of enemies in the game—particularly those donning armor. These guys can make getting from one checkpoint to the next seem almost impossible. In addition, the are some control issues which need to be addressed right from the get-go (see “Staying Alive”). Rather than listing all of the footcorkers located throughout each of the levels, I’ve decided it best to zero-in on problems you’ll face in each level. Maps are included for quick reference, so you won’t have to press **START** to get a look at the general layout of each level. Part 1 of this strategy features the **first 13 levels!** I’ll be back next month for the final seven!



Weapons

There are many effective weapons in *Syphon Filter*, but a few of them simply kick butt. For gunning-down any type of close- to medium-range baddie, nothing works faster than the K3G4. With its teflon-coated bullets, even goons wearing flak jackets can be eliminated in no time flat! The K3G4 is the coolest-sounding gun out of them all, too! For eliminating groups of medium- or long-range enemies, Gas Grenades are superb. When dealing with long-range opposition, the most effective weapon is the M-79, a grenade launcher capable of devastating amounts of



K3G4



Grenade



.45



Silenced 9mm



G-18



HK-5



Shotgun



Gas Grenades



Viral Antigen



Nightvision Sniper Rifle



Biz-2



Key Card



Combat Shotgun



Sniper Rifle



M-79



C-4



Flashlight



Taser

damage. Also good for picking off distant targets is the Sniper Rifle, a weapon which is most useful when the action is of low intensity. I've found the Taser to be of little use, generally speaking, although it is totally sufficient for taking out lone, non-flak jacket wearing, close-range terrorists if you're trying to conserve ammunition.

stayin' alive

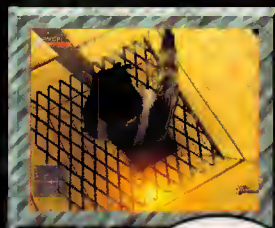
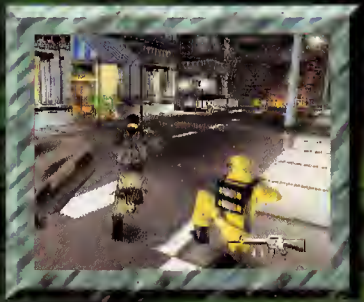
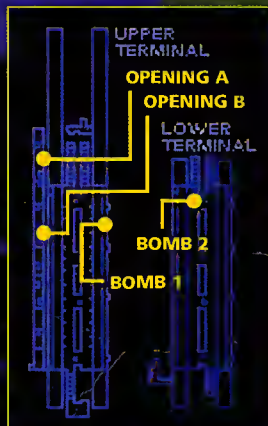
I cannot stress enough just how vital it is for the player to grasp a firm understanding of both the camera and the control in this game before embarking on any given mission. As with any 3-D, *Tomb Raider*-type adventure these days, dodgy, inappropriate camera angles can seriously impede a player's progression through a game. As expected, the camera tails Gabe as he moves throughout his environment, providing a more than adequate vantage point. The developers of the game decided to give Gabe the awesome ability to move forward while targeting enemies behind and around him; a feature not unlike the one integrated into Activision's 1998 PlayStation release, *Apocalypse*. This "run and shoot" targeting ability not only broadens the scope/potential for eliminating targets on-screen, but it also adds a whole lot of drama to the overall experience. So far, so good, right? Well, in this case, innovation doesn't come without its price. Obviously, Gabe is a man—not a machine—so he can target only one enemy at a time. Pressing R1, the "targeting" button, always locks on to the nearest baddie. Each time R1 is pressed, the target cursor commits to the next available enemy in the vicinity. Unfortunately, things can get pretty nuts. One example: An area populated with more than one enemy. If the nearest available baddie is a "low-level threat" goon with a handgun while a grenade-tossing terrorist is trying to blow you to Kingdom Come, it could be over before it even begins. Things can become progressively worse if the "nearest target" happens to be on the other side of a wall! Since the camera shifts itself into a new location each time a new target is selected, the picture can get even more disorienting. To compensate for the insanity, the best advice I can give you is this: Clear out one room or area at a time. Enemies show themselves at pre-programmed trigger points. If you attempt to rush through one room in order to make it to the next, for in-



stance, 9 times out of 10, you'll end up with a bunch of terrorists doing the macarena on your corpse. That's not to say there aren't some occasions when it is in your best interest to high-tail it from one spot to the next. I'll be sure to fill you in whenever this becomes necessary. The second example of nuttiness: Targeting on the run. As you press and hold the R1 button to target while moving, the camera often-times shifts to place the cursor on an enemy. As the camera swings around to the new position, it can make moving Gabe forward a disorienting nightmare. In many cases, you will be forced to abandon the target in order to maintain control of Gabe's forward movement. The third and final example: Close-range targets. If a terrorist is at close range (one to five "feet" or so) and you attempt to target him (whether you are moving or stationary), Gabe can easily end up with built-in air conditioning, if you know what I mean. There were many times when, even though I knew I was locked-on to a close-range enemy, the evil bastard would just stand there completely unarmed—all the while, filling me full of lead! Can you say "cheap?" The bottom line is this: Avoid targeting enemies in this game at close range...avoid it like the plague.



georgia street



HELLO,
MY FRIEND.
I APPROVE VEDDY
MUCH OF DIS
"SYNPHON FILTER"
GAME. IT WILL DO
MUCH TO PROMOTE
EVIL AND
TERRORISM
IN DA WORLD!

THE *BLOOD*
AND GORE AND
BIOLOGICAL THEME IS
VEDDY TIMELY. I URGE ALL
MY BROTHERS TO USE DIS
GAME AS A *BLUEPRINT*
FOR DESTRUCTION
EVERYWHERE!

destroyed subway

Do NOT get near any of the flames! If you're injured, a flak jacket is located on the walkway directly to the right of where Gabe starts out. Cross the tracks and let the running, screaming guy drop and smolder, then walk over him and make your way around the corner. Shoot the two goons, then cross over and climb the wrecked subway car to the right of the far wall opening. Walk along the top of the subway car, then drop down and get out your flashlight to quickly locate the C-4 explosives lying near the end of the tracks, just before the flaming subway car. The reason you want to grab the C-4 before gunning for the nearby terrorists is because you'll want to secure a checkpoint before the deadly confrontation ahead. Before taking out the terrorist lobbing grenades, I've found that it's best to kill the two gun-toting goons first. Next, position yourself just around

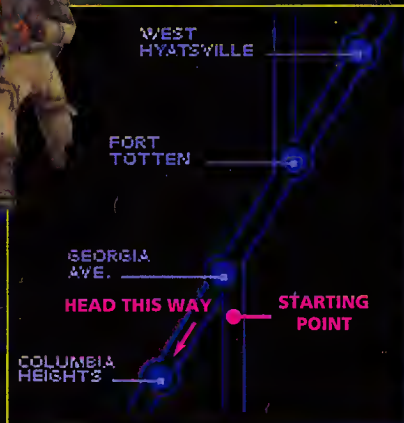
the corner from where the flak jacket-wearing, grenade-throwing baddie is located (be sure to high-tail it if you hear a grenade land nearby). Use your sniper rifle to get a head shot (you'll have to be quick). Climb up onto the red, overturned soda machine, then ascend the sign and beams above. Shimmy your way along the metal pipe and drop down. Move forward and make the first left. Make your way across the tracks to turn off the gas main (you may need to use the flashlight). Next, blow open a passage for the CBDC agent at the barred-up "Exit" gate. Cover the agent. Make your way over to the other set of tracks and climb the crate to run along the tops of the subway cars. Back away from the flaming terrorist (he gets close), then turn and eliminate the creep on top of the subway car or just make a run for it down the tunnel. You've made it!



main subway line

BOSS!

The game's very first boss encounter! Grab the flak jacket if necessary, then hot-foot it after Aramov. Watch out for the speeding trains! The trains have a somewhat predictable pattern, run on one set of tracks while the other is occupied, then cross over to the other side at the nearest break. You can also duck into utility areas if you think you're about to get nailed. As you pursue her down the tracks, you'll should aim for Aramov's head using your Sniper Rifle, since she's wearing a flak jacket. It's a bit tricky, but entirely doable on the first attempt.

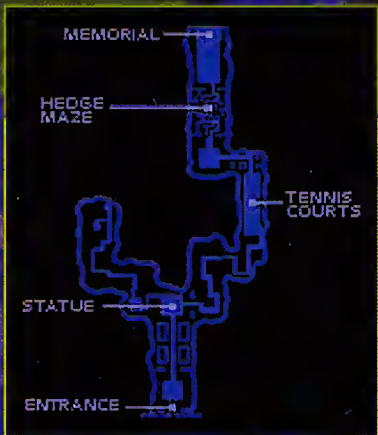
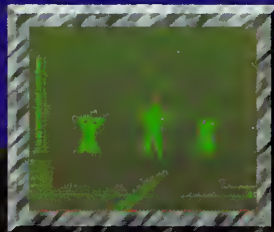
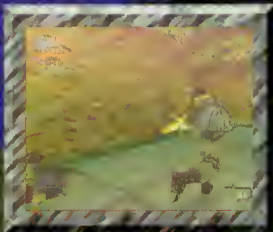




washington park

After almost getting nailed by a speeding patrol car in the CG-rendered cinema for this level (bizarre, but kinda funny in a twisted sort of way), Gabe must locate and assist CBDC agents in the disarming of four bombs, one at a time. He must then make it to the Freedom Memorial in one piece. The bombs are easy to locate; just keep an eye on your radar and you should have no problems. If you get lost, sometimes it helps to follow sidewalk paths; most of which lead to new areas of the park. After dismantling all of the bombs, head to the tennis courts. Here, you'll need to take care of a hostage situation (it's pretty freakin' cool, too!) To

position yourself within range of the lone terrorist, I suggest entering the court at the north side; move in slowly, then use your Nightvision Rifle to zoom-in on the scum bag and nail him in the head. This will free the two CBDC agents. Head toward the memorial. On the way, you'll need to get to the satellite dish located atop an *Intelligent Qube*-looking structure. Head through the hedge maze. As you get close to the Freedom Memorial, enemy numbers increase to ridiculous levels—but you must make it out alive. Stealth rarely cuts it at this point; there are simply far too many bad guys. Run for the memorial like there's no tomorrow!



freedom memorial

Your second boss encounter. This flame-throwing Frenchie wants to turn you into french fries! Since he's wearing full body armor, you can't even rely on a good ol' head shot to take him out! Killing Girdeux requires nothing less than several shots to his back. Ignore his threats and grab the Shotgun. Run a circular pattern on the outside. You can hit him in the front at his shoulders, but targeting his back will get the job done quicker.

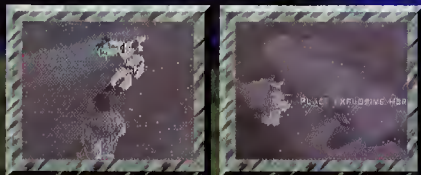
BOSS!





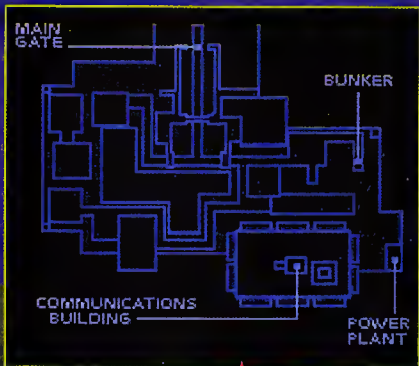
roemer's base

Immediately grab the Gas Grenades from the locker in the guard shack. Climb the nearby truck and smoke the two trigger-happy jerks below, using one of your newly-acquired grenades. Wait till the gas completely dissipates, then drop and creep over to grab their ammo. Next, zoom-in on the guard atop the far walkway and plug him. Use stealth to quietly pick off all remaining terrorists if you want to avoid conflict. If you do end up sending the base into "red alert", you can still get the job done, so don't panic. You must locate each of the five fuel tanks and plant C-4 charges on them. Disable power to the motion sensors, then head to the missile bunker to finish up the mission.



base bunker

Grab the flak jacket. This is probably one of the easier levels in the game, although making your way through the corridor maze can be a bit confusing at times. Flip green switches to open doors. Flip red switches to cause the laser gates to deactivate. Some of the red switch boxes are out-of-reach, however, and can only be activated by shooting them from a distance. The main goal is to index ten missiles located in the complex. Due to the locations of some of the switches, you'll be forced to do some backtracking, but it's not too bad. Once you enter section 2-1, be careful shooting; one miscalculation, and BOOM! Take the twin guards out, then index the four uprighted missiles. Be extremely careful once you get near the corridor where the booth with the glass windows is; the guards nearby will attack, and they don't play. Activate the computer in the booth to open a storage area filled with items. If you destroy the computer, the door will not open. Head to the elevator and make your way to the roof.



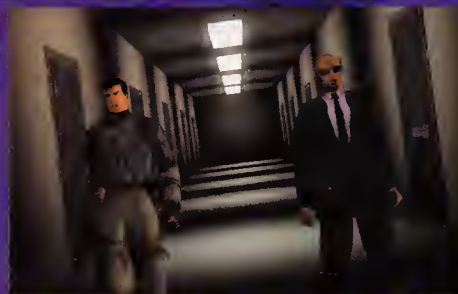
base tower BOSS!

Your third boss battle, this one's a real pain in the ba-doinker. Ascend the ramp to override the radar tracking satellite. After the ultra-cheesy radio dialog, you'll need to hot-foot it down the ramp and prepare for a hellish confrontation with Roemer in a helicopter. The best strategy for taking him out is to keep moving! This may sound like a simple task, but believe me, it's not. There are four footlockers containing flak jackets and PK-102 ammo, and chances are, you're gonna need every bit of it. When the helicopter does a straight fly-by, target with your PK-102 while running straight. Try keeping yourself behind it and fire away. Each time the chopper pauses to rise up from below, it will switch to deadlier guns, capable of instant death! When this happens, run as fast as possible in a circular pattern to avoid becoming Swiss cheese. Once he distances himself from you, return to the first pattern. Once you have damaged the vehicle to the point where smoke is pouring from it, Roemer will begin dropping baddies out, usually two at a time. Take these guys out at all costs, since they pose a serious threat to survival. Focus on the chopper, take out goons, focus on the chopper, take out goons—keep at it, and eventually, Roemer's toast.



base escape

Keep on a-runnin'! Once you've made it to the central overhead crosswalk, climb up and then roll down onto the ground and head for the Main Gate. You may find this hard to believe, but as long as you know your way around the base somewhat, that's really all there is to it.



roemer's stronghold

A complete nightmare! This level truly is one of the most difficult in the game. Roemer's stronghold is made up of a pair of cathedrals, tightly-guarded by terrorists disguised as monks (either that, or elongated Jawas!) The first thing you'll want to do is descend from the rooftop. From the starting position, run straight ahead, taking between six and seven steps. Turn to the right and walk off onto the small ledge below. Hop down, and creep forward to take out the terrorists; there's one shooting from a window and one down below. You can use your Sniper Rifle to clean house, but you'll need to be quick. Walk down to the lower portion of the beam (be careful; it's narrow) and roll off. Climb up either of the two windows to enter the church. Grab the Sniper ammo from the footlocker, then proceed quietly into the hallway to make contact with the first of ten scientists. Once physical contact has been established with him (they wear white lab coats), the scientist will completely surrender by kneeling in front of you. Now here's where things get creepy...in fact, forget "creepy"; I'd say they get downright sadistic! Gabe must literally kill the scientist, execution-style! As the crosshair makes contact with the scientist's body, he pleads "N-no...don't shoot me! Don't kill me! I'm not armed!" It is at this point when Gabe must aim for the doctor's head to put an end to his life. Chilling. True, he is an "eee-eevil" scientist, probably responsible for



many terrible experiments on innocent people, but YEEESH!—this is pretty harsh stuff for a console game! In any case, locate the first pair of test subjects and administer the Antigen. Finish searching church number one by locating three laboratories, killing the remaining scientists, administering the Antigen to the rest of the sick people and obtaining the key card. The key card is necessary to open the large wooden doors which lead to the balcony. Climb in through each window and back out, except for the third one from the left; this window leads to a new section of the first church. You can target chandeliers capable of crushing an enemy instantly. Enter the library and do some Spring cleanin'. Be sure to grab the G-18 ammo from the footlocker located on top of the first bookcase near the entryway. Make your way up, up, up to the window and cross the narrow beam. Drop down through the window ahead and take out the Jawa...er, I mean monk. Be super careful when you target the second monk waiting in the lab; there are dangerous, stinky chemicals all around! Administer the Antigen to the poor sap in the corner, then move downward. Wind

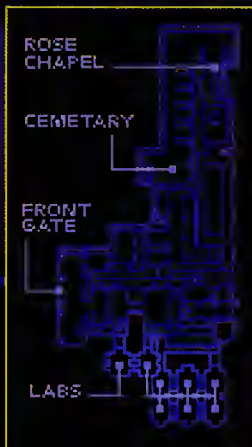
around until you get to what I like to call "The Evil Attic". This room is located at the upper level. Clear the way of monks and go down the opposite ramp. This leads to the green switch which unlocks a wooden door. Bust the window, climb up, then lower yourself down onto the outer rooftop. Climb up onto the center beam and head across to church number two. Roll in through the window and grab the Gas Grenades, then toss 'em at the two terrorists guarding the elevator. Once they're out of the way, head down via the elevator.





stronghold lower level

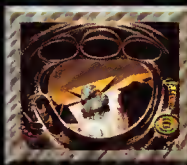
This level initially contains the same type of activity as the previous one. Where things really heat up, though, is outside. Once you make your way outdoors, the terrorists go completely bonkers and stop at nothing to put you six feet under (hey, their cemetery is nearby, ya know!) When you make the trek across the courtyard and back up and into the stronghold, you'll need to obtain the key card to unlock the large wooden doors. To get the key card, you must cross the beam which leads to a lab. Kill the armed scientist and grab the card (checkpoint). Take the beam back to the outer ledge to where the balcony is and enter through the window to the large wooden doors. Activate the green switch and kick the doors open. Take out the two goons, then turn around and head for the narrow, green-lit lab. Go for a head shot on the scientist at the far end; he's wearing a flak jacket. Do it quick, run over and grab the ammo and key card for another checkpoint. Now, here's where things heat up again. A monk enters at the opposite end of the lab, and he's throwing a grenade party just for you. Use the Sniper Rifle to pick him off (head shot). Backtrack and pass the large, opened doors. With the new key card, you can now enter the wooden doors around the corner. Kill the monks and scientist, then head for the opening to the north, which leads to the Rose Chapel. Climb the spot in order to walk the beam. After taking a crazy leap through the huge window, you'll end up outside. This goon-infested outdoor area basically infuriated me into throwing one of my nice, new analog controllers across the room several times—it's that tough! And while the vibration motors in my controller are no longer working, I can at least say that I made it through (yesh—the things I sacrifice for this mag!) Enter the Catacombs.



can i borrow that?

In *Syphon Filter*, you may notice several glaring examples of ideas borrowed from other games.

METAL GEAR SOLID



MDK

syphon filter

MISSION: IMPOSSIBLE



Metal Gear Solid



Mission: Impossible

Sniper Mode

A breakthrough gameplay feature first seen in Shiny's *MDK*, *Syphon Filter* lets you use a Sniper Rifle, used to zoom in and "pick off" enemies in the distance.

Helicopter Boss Battle

The helicopter battle during the game's "Base Tower" level seems to carry with it more than a bit of inspiration from a certain scenario in Konami's *Metal Gear Solid*.

Suave and Debonair

What would any self-respecting espionage game be without the obligatory, James Bond-inspired "I'm wearing a black tuxedo and I'm in a fancy place" level? In this case, it's a level called Expo Center Reception. We've seen it before in *Metal Gear Solid* and we're sure to see it again in future spy thrillers.

Hide And Seek

As in games like *Tenchu* and *Metal Gear Solid*, *Syphon Filter*'s Expo Center Reception level is heavy on stealth. Not only does Gabe wear a tux in this level as mentioned above, he also must trail an enemy without alerting nearby guards.

Let it Snow, Baby!

Just like in *MGs* and *Mission: Impossible*, this game features a blustery, snow-packed military base level. The one in *Syphon* is called "Roemer's Base," and it's filled with plenty of trucks, bunkers and metal fencing. Hey, it's so cold, Gabe can even see his own breath!

The Logo

What is it with stealth games and "punched out" logos? Think I'm over-reacting? You be the judge!

Syphon Filter



stealth

terrorism on US soil must be stopped.

syphon filter

the fate of millions relies on the skill of one special agent

gabriel nathan

gabriel nathan

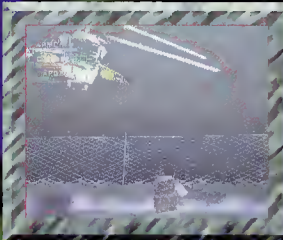
disrupt an terrorist activity

biological terrorism on US soil must be planned

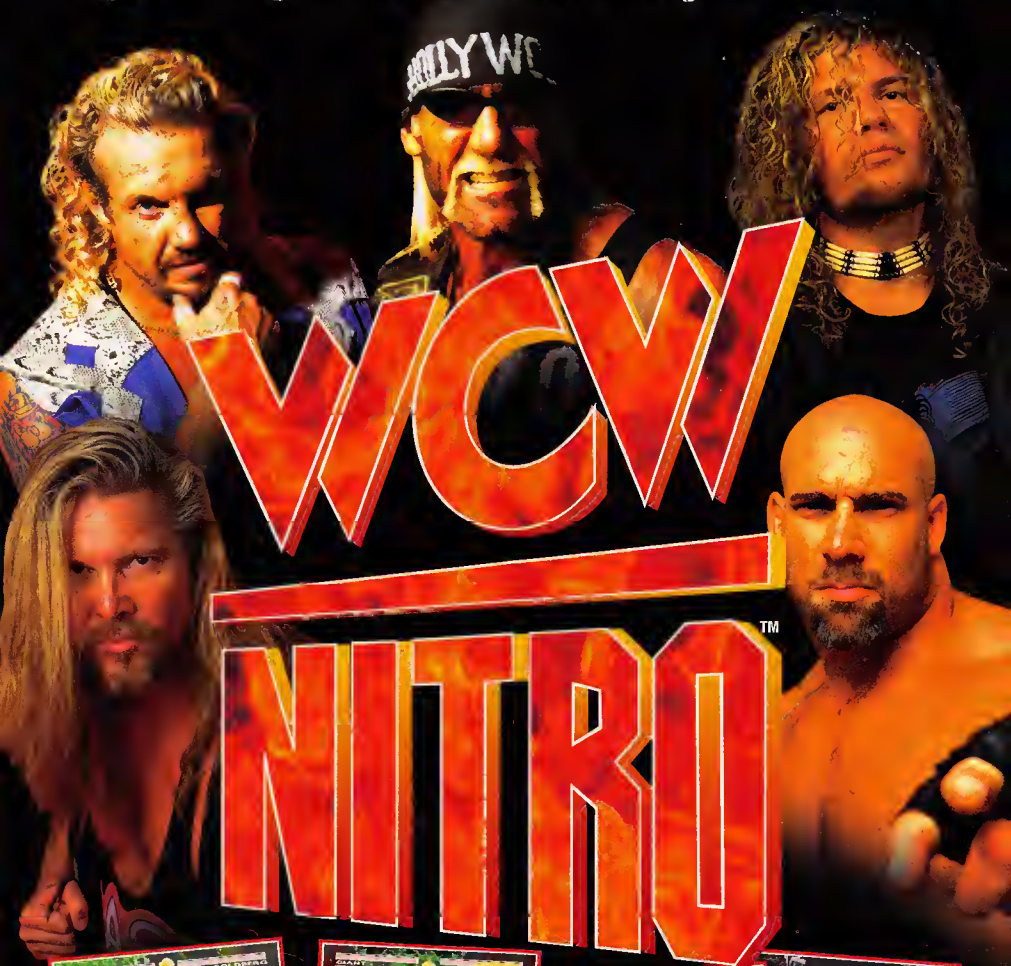
to be continued next month...

execute all scientific research

the only survival begins with destruction



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by Jason Wilson with Tyrone Rodriguez

CARN EVIL

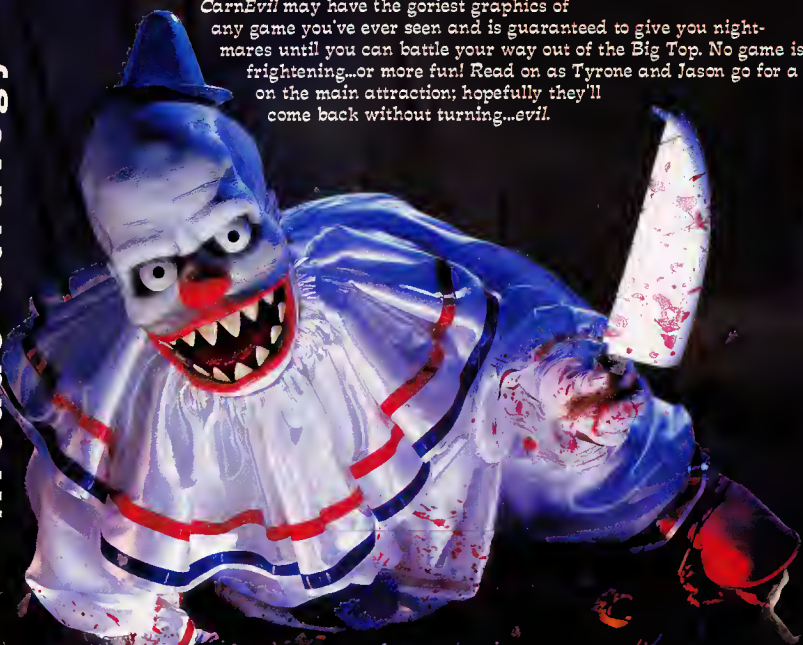
Sometimes, things are...evil. No, my friends, this is not the classic arcade hit *Carnival* of years past. *CarnEvil* is far more grotesque and bloodier than that happy, funny shooting gallery game. It features a gruesome cast of carnival loonies that come to life after a token is inserted into the tombstone of Professor Dr. Dr. Ludwig Von Tokken-takker—the “CarnEvil” is reborn!

CarnEvil is more than just the scariest shooter around, it's an awe-inspiring cinematic experience. The sinister cast of characters has been conjured up from the darkest depths of your imagination. The stunning 3-D environments are portrayed in such gruesome detail, you will think you're trapped in a horror film.

CarnEvil may have the goriest graphics of any game you've ever seen and is guaranteed to give you nightmares until you can battle your way out of the Big Top. No game is more frightening...or more fun! Read on as Tyrone and Jason go for a ride on the main attraction; hopefully they'll come back without turning...evil.



Midway's *CarnEvil* design team poses for a snapshot with the game's ghastly cast of characters.



CAST OF CHARACTERS

CarnEvil



Junior

More than just another freak show attraction, Junior is Professor Tokkentakker's "pet project." By creating an army of giant freaks who will respond to his every command, Tokkentakker hopes to one day overtake the entire planet in worldwide "CarnEvil-ization!" Junior is well fed and protected in his compound, but Tokkentakker is not certain if his experiment will ever stop growing.



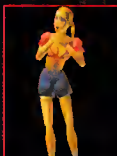
Carnie

What makes an amusement park be without its syrupy sweet mascot? Rickety Town's own "Carnie the Dinosaur" can be found stalking the Dino-Rama ride. He's cute and lovable, but don't get too close or he'll bite your head off.



Gool

Ghouls are disturbed souls that will never find peace among the living. Their only pleasure is in your pain, and they will not stop their attack until you or they are destroyed.



Betty

An innocent bystander, a contemporary teen resident of Greely Valley, Iowa. Betty reluctantly agreed to go along with her friends on the "Spooky Sam Ghost Tour" through Greely Valley Cemetery. Little did they know that this would be the night that CarnEvil would return. Betty is now helplessly trapped in the twisted walls of CarnEvil. Do you have what it takes to save her?



Tinsel

Tinsels are the evil elves who are in the faithful service of "Krampus the Anti-Klaus." Sure to ruin your holiday spirit, these grouchy little helpers will be glad to help you to an early grave.



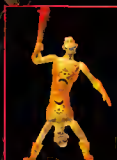
Tort and Rodz

These are the psychotic caretakers in the chamber of horrors. Plucked from the most vile insane asylums throughout the decade, their urge to kill is fueled by self-torture, making them almost unstoppable.



Nik-Nak the Spider Monkey

A product of Tokkentakker's genetic sense of humor, Nik-Nak combines the speed and agility of a monkey with the incredible proportional strength of a giant spider. Annoying and not housebroken, Nik-Nak is one wild eight-legged freak of nature!



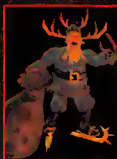
Flapjack

Lester and Hester Turvey were once a pair of twin brother acrobats in a small travelling circus. Professor Tokkentakker discovered them one day and offered them top billing in his CarnEvil sideshow. Later—after some minor cosmetic alterations—they did become the main attraction of the Freak Show, although not quite as Tokkentakker had promised. Four surgeries and two lobotomies later, Flapjack, the amazing Flip-Flop man was born!



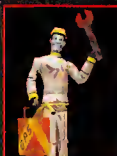
Robbie the Zombie

The zombie is one of the many cursed local farmers who died horribly as a result of the great plague that followed Tokkentakker's burial in 1998. Now raised from the dead, the zombies are doomed to wander the grounds of the Haunted House in search of human flesh to harvest in a futile effort to satisfy their eternal hunger.



Krampus

Just as there is night and day or hot and cold, Krampus embodies all that is mean and cruel. A creature as old as Winter itself, Krampus is a being of pure evil who scourges the earth seeking out all the "naughty" children to eventually turn them into his personal slaves, the Tinsels. Krampus just loves surprising all the little kids who wander into his giant snow-globe lair at the end of the terrifying "Slay Ride".



Mr. Smiley

The ultimate yes man, Smilin' Bob will greet you with a cheerful "Top o' the mornin'!" and "Check your oil sir!" Armed with a big smile, a big wrench and a gas can, Smilin' Bob will go that extra mile to make your visit a good one!



Evil Marie

Little is known about the witch who holds destiny in her...uh...blouse. The Haunted House empress will do everything in her power to make sure that you do not pass.



Umlaut

Tokkentakker's sidekick, and your host throughout CarnEvil, Don't fret, Umlaut is harmless; that is, until you discover Tokkentakker's lab!



Professor Dr. Dr. Ludwig Von Tokkentakker

Nothing comes between the good doctor and evil...including someone such as you, self. Watching from his evil underground laboratory, it will take more than quick wits and accuracy to defeat him.



SECRETS AND GOODIES

Secret Code!

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode;" you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

Game Tips

- If you're being attacked by more than one enemy at once, always concentrate on shooting the enemy that's closest to you. In most cases, the other enemies will hang around in a kind of holding pattern, so you should focus on the most immediate threat in order to get through the stage faster.
- You can slow down boss characters by shooting at body parts that have not already been damaged. If you can see evidence that the boss has already been damaged in a certain area, leave that section alone and try to target a different body part or vulnerable area.
- The best way to maximize your score is to maintain a high accuracy rating.
- The levels can be played in no particular order. This will not affect any gameplay tactics or sequences that are listed in this strategy.
- Four shots kill ANY non-boss, no matter if you shoot them in the head or not.
- You don't have to cock the gun in order to reload; you can also point the gun outside of the screen and pull the trigger as in most other gun games. To maintain your aim, hold the index finger of your non-shooting hand right next to the gun barrel; when you need to reload, cover the barrel with that finger and pull the trigger; the game will think you're shooting off-screen and your ammo will be refilled.



Stage Tip:

Evil Marie is the most difficult boss in the game, so we suggest that you choose this level first to get it out of the way. Two mini-bosses are placed at various intervals and a shotgun power-up and increased ammunition clip are lurking about as well.



You get your first taste of zombie heaven in the outskirts of the house of horrors. Practice your aim on these few zombies lurking about before the real action begins!

As soon as you are about to enter the Haunted House, a life bar power-up is located in a coffin near the entrance.

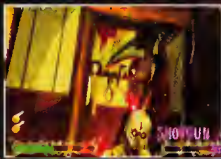


Stage Tip:

A shotgun power up is in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.

Boss: Hambone

When Hambone is attacking you in the hallway, shoot his gun. This will keep him from shooting you. You will hear a ricochet sound indicating that he is vulnerable, so you can finish him off from there.



A shotgun power-up can be found in the room after you fight Hambone in the hall closet. Shoot it quickly before the screen passes.



Well, at least torsos can't hurt you! These things will be flying at you throughout the level, but don't panic; just keep on "shootin' zombies in the body."

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There's nothing like zombie chefs! Be careful not to shoot Betty, who is being eaten nearby.

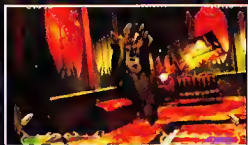
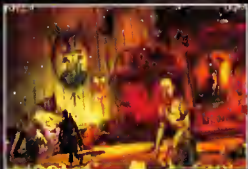


Boss: Hambone (The Revenge)

Shoot Hambone's mask off and you will be able to cause more damage to him.



The living room contains many delicacies that zombies love. You know, humans, blood...the good stuff! Zombies come out in droves at first; after a while, a hesitant group of Gools will appear. Use precision shots at their torsos to take them out easily.



Lucky you! An Increase Clip power-up and a Life power-up are here for the taking near the chairs!



Make your way up the stairs for more zombie action! Hopefully you were fortunate enough to stay alive long enough to keep the Increase Clip power-up; you're gonna need it!



You'll have to be fast to get through this hallway without being touched by one of the zombie arms. Shoot quickly and accurately.



Now that you are outside, a power-up lies on the roof—but first, you'll have to beat the Gools to get a clear shot at it.

Boss: Evil Marie

When Evil Marie is floating above you in the sky and throwing axes at you, shoot directly at her chest to finish her off quickly. Marie is notoriously quick; therefore, missing a few shots will destroy the few chances you have to finish her off.



Stage Tip:

When the elves appear on the screen, you can "juggle" the food or presents that they throw at you by shooting these objects repeatedly; this is a good way to rack up extra points.



The minute you walk into Ricketty Town, Tinsel is there to greet you with a plethora of friends! Shoot him quickly to move on to the roller coaster.

You'll be treated to a song, attacked by killer bugs and get a view of Paul Bunyon; right when you land, you'll be ambushed by Tinsel again! The screen moves rapidly while you are on the roller coaster, so keep a watchful eye for enemies that appear on screen.

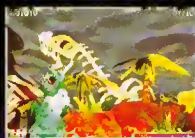


Proper way to hold the gun





Mr. Smiley looks harmless, but in reality he is very agile and eager to knock you upside the head. Keep your eye on him and reload quickly! Carnie, the baby mutant dinosaur, is lurking about as well. Don't forget to pick up the Increase Clip power-up next to the Mr. Smiley sign and the life power-up located near a Dino Egg.



These girls get pretty feisty. Get one of them by hitting the bullseye into the acid, then concentrate on shooting them before they start throwing rolling pins at you.



Your roller coaster ride is much shorter this time; only one greedy Tinsel elf is in your way

Stage Tip:

When you get an acid power-up, use it sparingly—it only takes one

shot of acid to destroy an enemy, so you can make this power-up last a long time if you stay alive.

Stage Tip:

There are several power-ups along the way in the remainder of this stage; shoot them for extra points.

Boss: Krampus

Shoot out Krampus's legs and he will be unable to skate. This is your chance to blast him while he tries to regain his composure. Shoot him in the face for high-damage hits!



FREAK SHOW



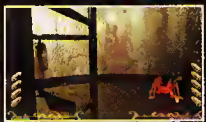
Stage Tip:

When you encounter Flapjack, shoot out his lower head to make him collapse and gain a large amount of points!

Flapjack time! Remember to take advantage of shooting the life power-up located in the middle of the stage right at the beginning of the level to get an edge on the large number of enemies in the very beginning. The Machine Gun power-up is located beneath the tent. Upon entering, bugs will fly from the ceiling and the Machine Gun will be yours!



Nik-Nak the Monkey is here to wreak havoc! Shoot him down and grab the second life power-up in the level as well.



Boss: Eyeclops

This two-headed lazy-eyed psycho is here to beat you down with his sword! Simply shoot him quickly in his eyes and you can pass without a scratch.



Now that you have entered the castle, you can see just how sick and twisted everyone has become! A Shotgun power-up and a Machine Gun power-up are located within the level. Watch out for Betty. You may accidentally shoot her because she is hiding directly behind the door of a coffin that you close.





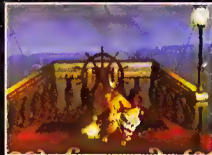
Boss: Junior Boss: Deaddy

Like all arcade machines, *CarnEvil* has an operator adjustments menu (accessible only by unlocking the machine and activating a switch inside) that allows arcade owners to change the game's parameters. The boss of the Freak Show stage is a giant baby named Junior. Because his appearance is somewhat controversial, Midway added a special option to change the boss into a giant teddy bear named Deaddy. (Some players feel that Deaddy is actually more frightening than Junior!) Whichever boss is enabled in your local arcade, shoot at his head when he appears from behind the pillar of blocks and continue shooting him as he runs around the playpen. Watch for the vomit that comes out of Deaddy's mouth and shoot at him continuously regardless.



Boss: Umlaut

Now it's time to fight the host of *CarnEvil*. You will need to shoot Umlaut rapidly in the eye, or he will continuously bite at you before you have a chance to even reload.



Final Boss: Tokkentakker

True to his name, you'll need plenty of tokens to defeat this guy. Depending on the amount of life bar Tokkentakker has remaining, he will warp to various parts of the ship you are fighting on, letting his skeletons take over for him. Snatch the life power-up that is hidden behind one of the windows of the ship and keep shooting at Tokkentakker's face. Shoot at the skeletons if they attack you, but maintain a steady trigger if Tokkentakker becomes more animated and begins to throw objects at you.



Stage Tip:

Kill the mimes! They're everywhere at the start of the final stage. Remember that it takes four shots to destroy them.

Be careful who you shoot, especially when opening the doorways. The innocent Betty is lurking almost everywhere in this level! A Machine Gun power-up is located between the mimes for extra firepower.



Time to be shot out of a cannon and fight more cronies from Tokkentakker's lair. The circus dog and midget will attack you without notice, so be prepared to handle them quickly. As soon as you are shot from the cannon, shoot the heart for a valuable life power-up that you will need desperately. Take out the downs in the surgical room by shooting them in their stomachs.

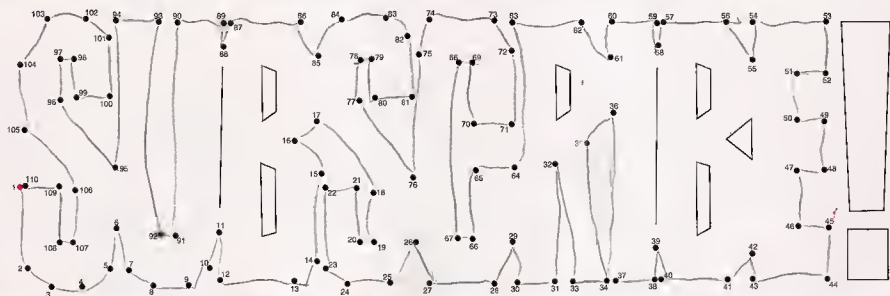


After you finish the game, you can "draw" your name in the high score gallery!



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by Jason Wilson

IRRITATING STICK

One of Japan's hottest game shows has come to America in the form of the *Irritating Stick*! Known as *Ira Ira Bou* in Japan, this game strikes terror and fear into the hearts of millions overseas with its dramatic sequences and literally shocking gameplay! Your objective is simple: Maneuver the stick through the maze without touching the sides. You absolutely have to play this game with a Dual Shock controller in order to feel the violent shaking that results when you screw up. Plus, it's extremely difficult to

move through tight curves and narrow passageways without an analog control device. *Irritating Stick* is also compatible with the PlayStation mouse, but the smoothest and tightest controls can be had with the Dual Shock controller.

Secret Code!

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code!

MODES OF PLAY

AI COURSE

"Artificial Intelligence" levels 1 through 70 will be available here, depending on how far you have progressed in the other modes of the game. If you are unable to finish a course—or if your performance is poor—the number of available AI levels will drop.

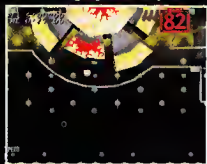
TV COURSE

These courses are exact duplicates of the real-life mazes from the *Ira Ira Bou* TV show in Japan. After you

defeat the Challenge and Final degrees, the Revenge TV course degree will become available! A complete walkthrough of the Revenge course is listed below. Watch out for Mrs. Robot!

REVENGE COURSE STRATEGY

You will need to learn how to move around while adjusting your speed on the fly. It is very important to practice the other levels thoroughly before you attempt this one. Follow the steps closely to avoid making mistakes early.



Use Speed 4 to follow the machinery around and get to the pathway at the top.



The low route is easier, but the high route will earn you an extra life.



Watch the edges closely as you begin to make your way down the narrow path from left to right.



The winding curve after the moving platforms will drive you crazy if you are not careful. One false move and you will be sent back to your original checkpoint. Adjust your speed to level 2 to follow your way through the annoying curves.

Irritating Stick: The Game Show



Like Jeopardy! or Wheel of Fortune, *Irritating Stick* was developed as the home version of a very popular Japanese TV game show called *Ira Ira Bou*. In the show, contestants stand on a stage and try to pass an electric rod through elaborate mazes—just like the ones you see in *Irritating Stick*—without touching the sides. If the rod touches the metal edge of the maze at any point, sparks fly and an explo-



Mrs. Robot is kind of tricky at first! Her right arm moves vertically at a rapid pace. Wait until it is completely up, then fly on by. Don't worry, you can't hit any of her body parts in the background.



Wait until Mrs. Robot's left hand shifts to her right, then swing by. Speed 4 is recommended for safe passage.



Stop in between Mrs. Robot's...er, "jugs" to study them, um, I mean their pattern carefully. Take them on one at a time.



Wait in the middle of Mrs. Robot's eyebrows for them to be straight, then use Speed 4 to move along safely. Remember to decrease your speed back to 2 or 3 to be safe; you don't want to have to sweat through Mrs. Robot again!



The first mechanism you will need to pass through requires a clock-wise rotation; the second has a counter-clockwise movement. Speed 3 is your best bet. Anything more will cause you to hit the edges and start from scratch once again.



It's better to just hide here than to be arrogant and barrel through the rotating mechanism. Prepare yourself by shifting to Speed 3 while waiting for just the right opportunity.



No pausing here! Maximize your speed and blast through to the other safe position on the bottom right side.



Just head down this path and you'll be home free!

ARCADE COURSE

Three all-new challenging courses from the start: Elementary, Intermediate and Advanced. Beat these to unlock the Ultra course; it's one of the most difficult challenges in the game, which is why we've picked it apart to give you the following strategic advice:



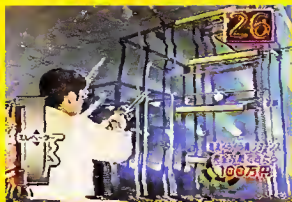
The windmills are easy to avoid. Just watch them carefully, then make your move at Speed 4 or 5 in a horizontal path.



The second set is a bit faster, but it's nothing you can't handle. Move along in a straight path once again.



Moving up to the top of this path will help you avoid the horses that make their way around the carousel. Move at a steady pace and DO NOT try to find a safe spot near the bottom or you will be crushed!

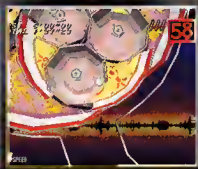


An elevator lifts contestants to the highest point of the "Revenge" TV course

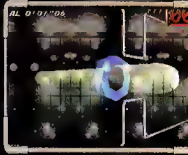
size charge erupts from the end of the rod. Players are actually required to wear protective goggles to prevent eye damage from the blast!

To an American PlayStation owner, *Irritating Stick* may seem like one of the most unique and bizarre games ever released for any system. How-

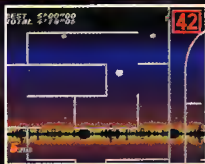
ever, if you were familiar with *Ira Ira Bou*, you'd realize that the game is *extremely* faithful to the TV show. The lights you see in the background while playing the game are just like the bright lights on the stage of the TV studio where *Ira Ira Bou* is taped, and the maze layouts—including the designs of



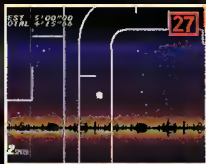
Go into the coffee cup from Hell at Speed 4, then maintain your speed at 2, all the while waiting for the coffee cups to rotate clockwise until you get to a path at the bottom. Inch your speed up to 4, then go through the opening. The other cups are there to confuse you. Maneuver your way inside the rotating cup steadily and your patience will reward you.



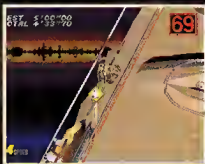
You have one chance to whiz by at Speed 5, or the mistake will haunt you! Once an opening appears, close your eyes and go for it! It's too scary if you actually try to anticipate the movement, so just bust through!



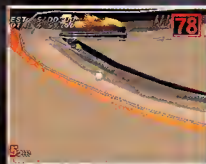
No matter what you do, this maze will change somewhat every time you pass through it, just like the announcer says. So try not to screw up the first time!



Don't get overconfident at this spot. These narrow passages can be deceiving, so use extreme caution and go no faster than Speed 3.



What the heck? A runaway roller coaster and falling rocks? Stay below the sign, then begin to speed up to 4 or 5 to run away from the coaster as quickly as possible when the rock bounces away safely.



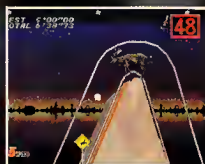
Remember, the shadows are there for a reason! This is your safe point. Follow this imaginary path at all times. Change to Speed 4 when turning corners and use Speed 5 the rest of the way down the path!



Three logs make their way from the top of the waterfall! Move carefully at Speed 5 and you should make it unscathed.



Stay right below this sign to wait for the boulder to bounce off the cliff, away from your stick.



The deer will jump off the edge of the cliff when the roller coaster is coming! This is your chance to switch back to Speed 6 on the way down the slope!



Take the top edge on the way down at Speed 5; this will help you to avoid the roller coaster that's headed toward you at an awkward angle.



Stay near the top of the screen to avoid the rising water; it will cause your stick to smash into the top if you are not careful!



It's not over yet! Stay near the top of the maze; the erratic roller coaster will smash into you if you are not careful!



For additional laughs, popular Japanese comedians are invited to participate

the robot "bosses"—are exact duplicates of the mazes on the TV show. And if you think the American announcer in *Irritating Stick* is obnoxious, you should hear the hyperactive host of *Ira Ira Bou!* In the grand tradition of wacky Japanese game shows, he delivers hysterically urgent commentary on each contestant's

progress, shouting things (in Japanese) like "He's in the danger zone!" and "For his kids, his wife, his mother!" at nearly every turn.

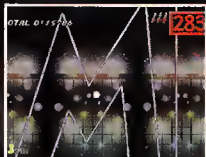
One more bit of trivia: In addition to the PlayStation game, there's also a version of *Ira Ira Bou* for the Nintendo 64. In fact, when the game was introduced



EDIT COURSE

You know I had to make up a mini-course of my own! It's not terribly complex. You can make the courses pretty long if you like, but here's an interesting one I came up with:

Jason's Secret Course!



Moving down the slanted path at a lethargic speed.



If you choose this piece in your creative maze, make sure you go down the path in a straight line; the sharp slants will cause you become nervous, especially when the announcer screams out loud one too many times!



Seems simple, but you will have to move around the circle twice to thoroughly complete this section.



The pipes are not as hard to avoid as they seem to be. Some go up and some go down...but each one has a safe spot to hide, above or below them.



See what I mean? Even though this looks frightening, you can sit here until it is safe to move on.



When legs, anyone? Speed 3 is perfect, and you won't have to think twice about taking those curves!



Wow! This is your reward for finishing any level in a speedy amount of time: a nifty trophy. Woo-hoo!

USE THE FORCE!



Contestants' families are brought on stage to watch them sweat.

at Japan's Space World Expo, Nintendo's star game designer, the legendary Shigeru Miyamoto identified it as one of his favorite games at the show!



The real-life Mech Man Ace appears to take on all challengers!



Snowboard Kids 2

by Tyrone Rodriguez

Atlus is back with *Snowboard Kids 2*! Graphically, there isn't much of a difference from the original game, but I'm not complaining; the art style, characters and music have a feel of their own. *SBK2* is ten times more fun than its predecessor. This wasn't an easy task to accomplish, either. With new boards, riders and courses, this is definitely something you wanna pick up, particularly if you're a *SnoBo* (short for *Snowboard Kids*) fan. The next pages centralize some information which you'll find very useful. Shred the Rad!

Meet the Characters



Tommy

Built for speed and nothing else. Try using a board with good control, otherwise you'll end up crashing into walls and falling off of the courses.



Linda

She's not as fast as Tommy, but she can keep up with him. Linda has better control, so she can use the Balance Boards effectively.



Slash

Slash returns as the most balanced character in the game. If you're new to *Snowboard Kids*, you might want to use him first.



Jam

Jam comes back as more of an all-around character. He's not the trickster he used to be, but he has improved his speed.



Nancy

Her unmatched cornering ability and hang time is a natural match with the Speed Boards in any race. If you want to concentrate more on tricks, pick Nancy.



Wendy

She's even better at stunts and tricks than Nancy. Unfortunately, she's pretty slow, even with a Speed Board.

Skill Games

Speed Cross

The two most important items on this course are the Rocket and Fans. Try to collect every one that you see. Beware: Scattered throughout the course are items that can hinder you!



Shoot Cross

This course will test your marksmanship by letting you deliver newspapers to everybody on the mountain. Just make sure you get to Damien's house through the shortcut, otherwise you won't pass the level.



Special Characters

Coach



To access Coach, clear the Trick Game mode. The penguin suffers from hangtime overkill. He's the King of the Mountain when it comes to tricks; just don't expect to win many races with this character.

Mr. Dog



To access Mr. Dog, clear the Shoot Cross mode. Speed is the name of his game. Some say he's even faster than Tommy, but his handling is even worse. Just make sure you use him on courses that don't have a lot of turns and pits.

Damien



To access Damien, clear the Story mode. The evil Damien falls somewhere between Slash and Linda. He's got better speed than Slash and better handling than Linda.

Remember, the Special Characters are only available in Battle Mode.



Wing

This item gives the player increased hangtime when jumping for a limited amount of time. It's good for avoiding shots and doing better tricks.



Rock

Put this obstacle down on areas of the course where you expect your opponents to go, like narrow passages, in front of the lift entrance and exit or behind shops.

Trick Game

The object here is to score at least 300 points in tricks in the given time limit. If you don't make it to the finish line in time, you won't get any of the points that you earned.



Weapons



Slapstick

An improved version of the Slapstick from the first Snowboard Kids. If you get hit with this, it will cause you to lose some of your coins.



Freeze Shot

This weapon will stop any snowboarder cold. The frozen snowboarder must then wiggle the joystick and repeatedly press the A button to recover faster.



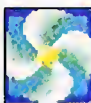
Snowman

This weapon turns the victim into a Snowman. It has the added effect of bouncing off walls if it doesn't hit its intended target. If you are hit with this weapon, wiggle the control stick and press the A button to get out of it.



Ghost

The ghost will slow down the player in first place. If the player in first place uses the ghost, it will affect the player in second place.



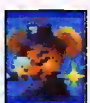
Speed Fan

The lucky recipient of the Speed Fan will get a boost in speed for a limited amount of time. It's slower than the Rocket, but it lasts a bit longer.



Invisible

Just as the name describes it. This item will make your character invulnerable to all attacks except for rocks and walls. Note that ghosts still have an effect on your player while invisible.



Rat Face

With this item, the player can steal all the money from one of the other characters; usually from the person who has the most money.



Parachute

A favorite weapon to use on unsuspecting snowboarders. The parachute lifts the snowboarder high into the air and gently floats him or her back to the ground, causing the victim to lose precious time.



Bomb

A very powerful weapon that covers a wide area on impact. Just don't get caught up in the blast area when using it! This is the only weapon that can be shot backwards. It is invaluable if you are trying to protect a slim lead. (To shoot backwards, press the Z button while holding Down on the control stick.)



Whirlwind

Like the Snowman, this weapon bounces off walls. If you are the unfortunate victim of this weapon, it will cause you to drop any item or weapon that you may be carrying at the time—which, of course, can be picked up by another player.



Super Ghost

This has the same effect as the Ghost, but it affects all the players, not just one.



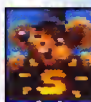
Rocket

Get ready for some serious speed with this item. It's way faster than the rocket, but it doesn't last very long.



Pan

The ultimate weapon to use against unsuspecting snowboarders. Whoever isn't invisible when this weapon hits is going to be in a world of hurt because it'll smash 'em like a pancake.



Super Rat

The super-duper improved version of Rat Face. This will take the money from all of the opposing players!



How to Get the Special Boards

First, you need to clear the Story Mode to access the Expert Mode. Only then can you access the Special Boards by clearing different stages in Expert Mode.



Poverty Board

Clear the Sunny Mountain stage to get the Poverty Board. You will lose money while using this board.



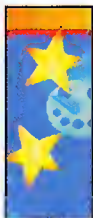
Feather Board

Clear the Turtle Island stage to get the Feather Board. It allows you to jump higher and longer.



Ice Board

Defeat the Single Town Boss to earn the Ice Board. It's a slippery board that's hard to control.



Star Board

Clear the Wendy's House stage to earn the Star Board, a great overall board.



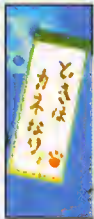
Rich Board

Clear the Linda Castle stage to get the Rich Board. Coins will be attracted to your snowboarder when you use it.



Dragon Board

Defeat the Crazy Jungle Boss to earn the Dragon Board. It comes permanently equipped with the Wings and Rocket powers.



Ninja Board

Clear the Starlight Highway stage to access the Ninja Board. This board keeps you invisible at all times.



Charm Board

Clear the Haunted House stage and you'll get the Charm Board. You can't be ghosted while using this board.



High-Tech Board

If you beat the Iceland Boss, you'll get the High-Tech Board, which comes equipped with the fan.

New Techniques

Deflection

The best and most difficult technique to master is the Deflection. When an opponent shoots a weapon at you, you can reflect the weapon right back at them.

This is accomplished by

performing a Board Grab at the precise moment of impact. Basically, you have to time your jump and perform a Board Grab right when a weapon is just about to nail you; this will reflect the weapon back at the player who shot it.



Back Shot

If you have a bomb, you can shoot it backwards by holding the joystick in the Down position while firing it. You can also look backwards by pressing the R button; this will help you to aim your shot.



Acceleration

When you are at a dead stop, you can reach your top speed faster by pushing forward (Up) on the control stick while pressing the Jump button. This technique will help you to keep up when you fall down.



The New Trick System

Unfortunately, there are no hidden special tricks in *Snowboard Kids 2*. However, you do have the new Multiple Rotation System to contend with. It sounds pretty complicated, but it's more intuitive than the hidden tricks in the original *Snowboard Kids*. After releasing the A button to jump, if you press the A button repeatedly, you can rotate

as many times as you press the jump button. You can change the direction of your spins by pushing the control stick in the appropriate direction. Remember, the more spins you do in different directions, the more points you can earn. You can also add board grabs in the middle of your spins to gain even more points.



Course Tips

Sunny Mountain

This is a training course with gentle curves and easy jumps. Use Sunny Mountain to practice your techniques and stunts without having to worry about the other racers.



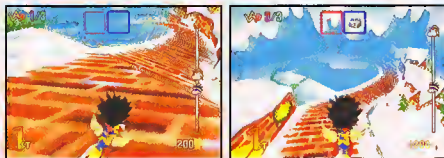
Turtle Island

Halfway through this course you'll find a shortcut to the left. This way is faster, but it's very narrow. Be careful to avoid the walls on the way down, otherwise you'll lose speed.



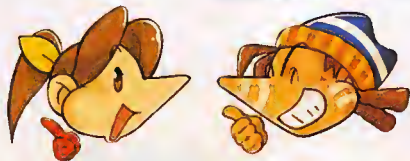
Jingle Town

Just past the halfway mark on this course there's going to be a fork in the road. If you take the right fork you will find a blue shop. On the left you'll find a red one. Choose which one you need and go for it!



Jingle Town Boss

Keep shooting bombs at the gigantic Snowman to take him down. If he reaches the bottom of the mountain, you lose. Once you get in front of him, shoot bombs behind you to get him. Watch out for the Snowmen he shoots out!



Wendy's House

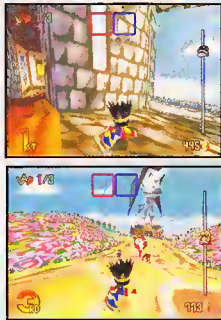
Right after the faucet there will be several forks in the road. Here are the shops you can get if you take the routes listed: If you take a left at the first fork, you will come to a shop with two red items. If you take a right at the first fork, then another right at the second, you'll come to a shop with two blue items. If you take a left on the second fork you'll run into a shop with one blue and one red item.



Watch out for several jumps at the beginning and end of the courses; if you don't clear them, you'll fall into a pit and lose valuable time. Also, look out for the swinging pendulum because it can clock you! (No pun intended.)

Linda's Castle

At the start of the race there will be a shortcut to the right. If you manage to get to it, you can avoid going through two sharp turns that can slow you down. When you come to the fork where the statue is located, go to the right and you can get a blue item. If you go left you'll get nothing.



Crazy Jungle

When you get to the waterfall, be sure to pull off some insane trick combinations. If you do it right, you'll can pull in as much as \$1,500 in coins. After the waterfall, try to take the path to the right. If you manage to land both rail slides, it can shave precious seconds off of your time and put you in first place. However, it takes practice, so don't give up if you don't get it on the first try.



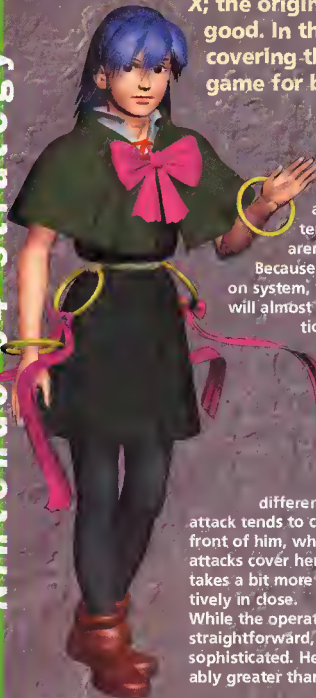


PART I

Castlevania

by Ara Shirinian

From Konami Computer Entertainment Kobe comes the latest installment of one of my favorite series of games. Most of the classic *Castlevania* characters are intact (except for Frankenstein, who apparently bought a chainsaw to support his new hedge-trimming habit). The game also uses impressive arrangements of some of the music from the original *Akumajo Dracula X*; the original tracks are equally good. In this strategy guide I'll be covering the first half of the game for both characters.



THE WEAPON

...There are a few things about the attacking system in *Castlevania* that aren't readily obvious.

Because of the nature of the lock-on system, Reinhardt's normal attack will almost always whip in the direction of the nearest enemy (unless you're pointing him in a specific direction). Similarly, Carrie's fireballs are homing. It's important to note that both characters' secondary (close range) attacks are

different as well. Reinhardt's attack tends to cover the area right in front of him, while Carrie's close range attacks cover her sides. Because of this, it takes a bit more skill to use Carrie effectively in close. While the operation of Reinhardt's whip is straightforward, Carrie's fireballs are more sophisticated. Her attack range is considerably greater than Reinhardt's; however,

the fireballs in general are weaker. In order to use fireballs effectively, you will have to charge them by holding down the attack button. Without being charged, Carrie's fireballs lose their homing properties and are far too weak to serve as a useful attack. Fortunately, you can charge an attack without interrupting any other action except moving through a door. You can move around, perform jumps, pick up items, etc. while charging a fireball. Despite the homing properties, the fireballs almost never take the shortest route between you and the enemy. Because of this, it will take considerably longer for a fireball to hit enemies if you fire one while facing away from them. In many parts of the game you'll find yourself having to attack and run away from something at once, which creates problems since this usually means you can't see what you're running from. (We'll go over camera views later.) If you don't care about this, then it's not a problem, since either character's attacks will home in on your enemies independently of



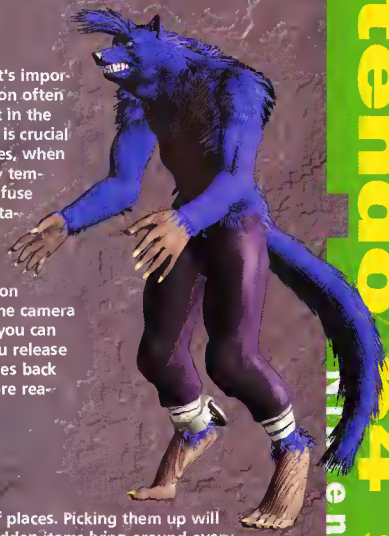
where the camera is. However, if you're like me and you like to actually see what you're doing, you'll have to make use of the lock-on button (R). Although you will have to stand still in order to use it, the lock-on button does one of two things: If there are no nearby enemies, it will snap the camera's location to right behind you. If there are enemies around, it will rotate your character to face the nearest enemy and snap the camera's location behind you.

In keeping with Castlevania tradition, the Cross seems to be the most useful of all the special weapons, since it has the potential to hit enemies more than once (and it usually does). You should reserve most of your special weapon use for bosses, for two reasons. First, your other weapons are usually sufficient for taking out smaller enemies. Second, special weapons inflict considerably more damage than your normal weapon, especially when it isn't powered up.

THE CAMERA EYE

The camera in this game seems to have a life of its own. You'll find the camera is fond of pointing itself in the least helpful places, especially in small rooms. It also likes to rapidly switch its orientation by itself at crucial moments, like when you're trying to jump across a chasm. However, if you're patient, it is possible to control the camera and keep it well behaved...most of the time. First and foremost, you should always keep the camera on the "Normal View" setting. The Battle and Action views cause the camera to drift around in all kinds of unpredictable directions and are more likely to screw you up. In "Normal View," the camera will tend to point in the same direction

you do...most of the time. It's important to use the lock-on button often to force the camera to point in the direction you're facing. This is crucial just before jumps. Sometimes, when the camera feels particularly temperamental, it will simply refuse to point in the correct orientation when the lock-on button is used. When this happens, you can try to hold down the view change button for a moment. This moves the camera into your character's head (you can look around also). When you release the button, the camera moves back out again, usually into a more reasonable position.



THE BIG MONEY

Starting in Stage 3, you'll find Contracts lying around in a number of places. Picking them up will allow you to buy items from the demon Renon. There are enough hidden items lying around every stage that a patient player can make it through the game without ever buying anything. Sun Cards and Moon cards are cheap, but they are useful only as a matter of convenience. There is no point in the game where you will have to have either card in order to advance. Roast Beef is more economical to buy than Roast Chicken. Healing Kits are only marginally more economical than buying all of the items which its effects provide separately. Remember, you can't carry more than 10 of each item. Here is a quick list:

Item	Price	Effect
Roast Chicken	1,500	+50% HP
Roast Beef	2,000	+80% HP
Healing Kit	3,000	+100% HP & cure all conditions
Purifying	500	Cure VAMP condition
Cure Ampoule	200	Cure POISON condition
Sun Card	500	Changes time of day to 6:00 AM
Moon Card	500	Changes time of day to 6:00 PM

SOMETHING FOR NOTHING

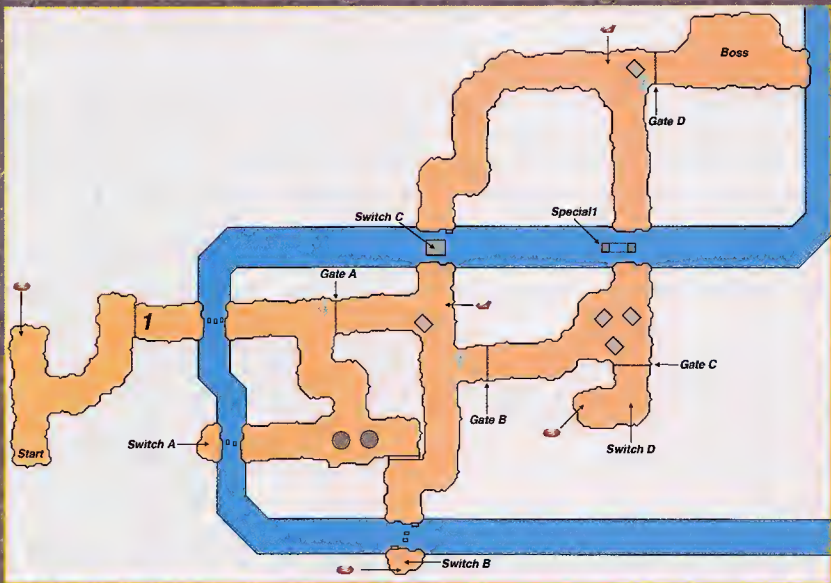
There are a ton of items hidden in different objects in each stage. While I've marked the locations of major items on the maps, there are items hidden inside a number of objects that don't appear as though they can be searched or destroyed. I'll point them out specifically later. The remainder of this month's strategy guide will focus on the first five stages of the game. All maps

give a top-view representation of the game, with lighter colored areas representing higher elevations than darker ones. All watery areas are colored blue. I have marked certain points on the map with numbers, which I will refer to specifically in each stage's accompanying text. Next month I'll cover stages six through ten!



Stage 1: FOREST OF SILENCE

In the first stage, there are four switches and four gates. Each switch will open the gate with its corresponding letter, as illustrated on the map.



Areas of Interest

POINT "I"

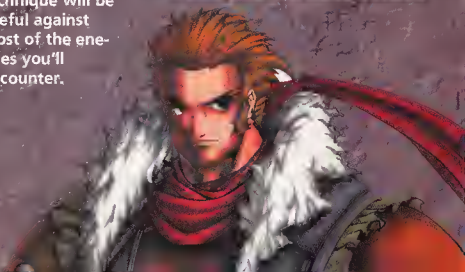
Just before this point you can open the gate by repeatedly striking the emblem in the center. Once opened, you'll see the first stage boss come out. Keep your distance if you can, as he doesn't have any long range attack and won't come at you aggressively. If you do need to move in to strike, don't stay close to him for too long. After sufficient hits, you'll chase him closer to the edge of the river and he'll fall in.

SWITCH B

At this switch, you'll have to fight a mini boss. There isn't too much space to move here, and skeletons will still be coming at you. Make sure to keep him in your sights as you battle. The basic "stick and move" technique will be useful against most of the enemies you'll encounter.

SWITCH C

You'll have to approach this one from the far side of the cliff and climb down.





HIDDEN ROAST CHICKENS

There are two places where a roast chicken is hidden in a pedestal.



SPECIAL 1

Special Item 1 is located here. There's an invisible platform filling in the gap between the two visible ones, so you can easily reach it.



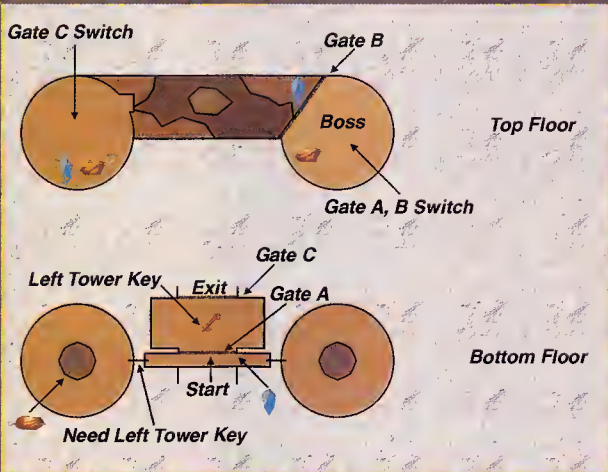
BOSS

This guy will attack you in the same way as he did in the first part of this stage. However, there will be two crazy skeletons on motorcycles coming at you as well. Deal with the motorcycles first and concentrate on the boss. After he's almost dead, his torso will disappear and his upper body will continue to attack. Try not to use a healing item during this battle since your health will be restored at the end of the stage.



Stage 2: CASTLE WALL

This stage is made up of an upper floor and a lower one. The right and left towers connect them, and the lower level can also be reached from the upper one by dropping down through a number of intermediate levels from the central part of the upper level. You'll first have to climb up the right tower and drop down from the middle, then you'll have to climb up the left tower and descend from the middle again in order to exit the stage.



Areas of Interest

BOSS

You'll encounter this pair of hydra atop the right tower. Each head takes damage independently of the other. What's more, after each head takes a certain amount of damage, it will start to breathe a different type of fire at you which is considerably more difficult to dodge than the fireballs it shoots out at the beginning. You will inevitably end up taking some amount of damage here, so be aggressive and attack both heads as rapidly as possible.



Castlevania



GATE A, B SWITCH

After you beat the boss, you can activate the switch atop the right tower, which will open up Gates A and B.

MIDDLE AREA

There are a number of holes in the floor which you must drop down. You'll end up next to the save point on the bottom floor.



SECRET ROAST BEEF

About halfway up the left tower, you'll reach a point where there is a set of four rotating green bricks with spikes on one side. You won't be able to see it normally, but there's a roast beef on a ledge attached to the inner wall of the tower that you can reach from this point.



GATE C SWITCH

When you reach the top of the left tower, you'll have a friendly conversation with Dracula and you'll be able to open Gate C which is blocking the stage's exit.

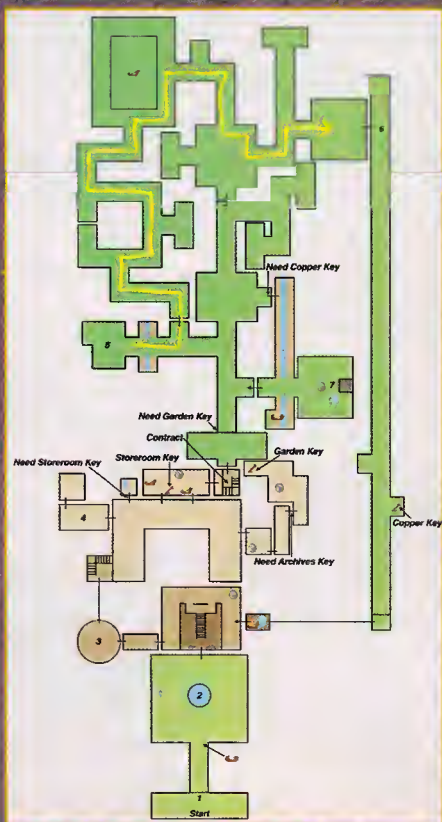
Stage 3: VILLA

This stage is made up of two main areas: a house and a garden maze behind it. On the map, the brown colored areas denote rooms inside the house, and the green colored areas denote the garden area outside. Arrows connecting sections of the map indicate that you'll have to enter the door in the direction of the arrow first before being able to enter it from the opposite side.

Areas of Interest

POINT "I"

As soon as you begin the stage, some wolves will come out and attack you. Use the Cross (or other special weapon) to take them out quickly. But don't move after beating them. Just when you think there are no more enemies, a couple more wolves will come out. The sky will turn black briefly just before the last wolf comes out. Afterward, you'll be free to explore the vicinity without threat. Immediately to your right, you'll see a ledge attached to the Castle Wall that seems too high to reach. There's actually an invisible platform beside it that will allow you to climb up.





POINT "2"

There's a fountain here with a bunch of items on top. They seem inaccessible, but if you look carefully there is a hexagonal platform in the water on the floor of the fountain. At midnight, this platform will rise from the floor up to the top.



HOUSE ENTRANCE

When you first enter the house, you'll have to fight a very weak vampire (use your special weapon). If you look carefully, you'll see a large chandelier hanging from the center of the room. If you go up the stairs partway and face it, you'll be able to attack and destroy it for a whole bunch of items.



POINT "3"

This is the rose garden. After talking to Vincent (see Point "4"), return here at 3:00 AM and you'll meet Rosa.

POINT "4"

This is Vincent's room. You will encounter him if you try to enter the small room beyond this one. He paces back and forth here during the day and he sleeps in the bed at night. If you return to him after speaking to Rosa, he will give you the Archives Key.

CONTRACT

This is the first point in the game where you can buy items.

POINT "5"

Here, you will meet Malus. As soon as the conversation ends, you will see two dogs come out and chase you; Malus will run away. Follow the yellow line in order catch him at the end of the maze (Point "6"). While you run, a crazy Frankenstein with a chainsaw will join the chase too. The dogs are not very dangerous, but they tend to stop you from moving. Use your short range attack to quickly knock them down without having to stop moving. Frankenstein is the real threat as he can knock

about a third of your life off in one hit. Of course, you won't be able to kill any of them, they'll just keep coming back for more. Don't waste your time trying to beat them, just run! These three enemies will be chasing after you in all parts of the garden except the fenced-off area in the upper left corner the long corridor on the right side and the area beyond the locked copper door. I recommend spending as little time in the garden as possible to reduce your chances of needlessly losing health.

POINT "6"

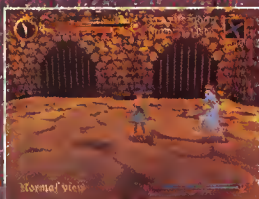
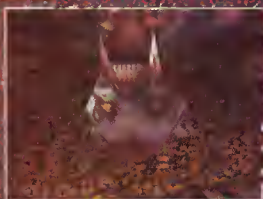
Once you reach here, Malus will disappear beyond a gate and you won't be able to follow him.

POINT "7"

After obtaining the Copper Key, you'll have to go back through the garden maze to reach this point. Use the save point here; beyond the door is an underground room (not marked on the map) where you'll have to face this stage's boss.

BOSS

Here you will have to fight both a male and a female vampire. Don't let them get close to you or they will suck your blood. The male vampire is more difficult to beat with Carrie because he moves faster than the speed of her fireballs. The torches lining the walls in this room, despite being a little high up, can be destroyed for items. As before, use your special weapons (preferably the cross) and keep your distance. The female vampire will transform into mist in order to try to confuse you. Use the lock-on button to face the right direction if you can't see her.





Stage 4A: TUNNEL

Reinhardt Only

This stage consists of a network of tunnels connected by elevators (red boxes on the map) There is also a gondola system in the cavern, with a Red station (the red "I" on the map) and a Blue station (the blue "II" on the map) you'll have to use in order to get out. Many of the rooms here will have Sun and Moon Doors. For each type of door, it will have to be the corresponding time of day in order for you to be able to open them. You'll encounter lots of spider-like creatures here. They will continuously come at you (except for a couple of them in your first encounter), so it's a better idea to run from them instead of killing them. There's no boss here either, so all you'll have to deal with is a few tricky jumps.

Areas of Interest

GONDOLA SYSTEM

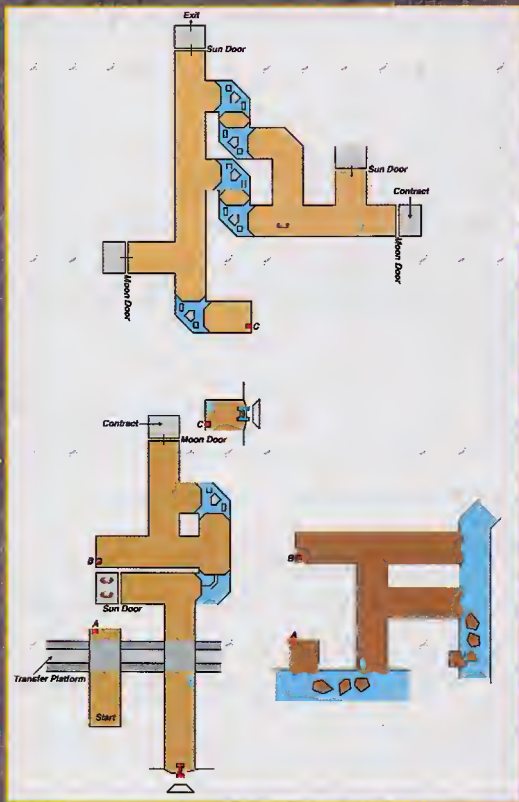
You'll have to ride the Red Gondola from the Red station to the Blue station in order to progress to the second part of the stage. However, if you do not get off at the Transfer Platform and wait for the Blue Gondola, you'll just end up back at the Red station. While you wait, watch out of the yellow beams attached to the opposite side of the tracks. They will push you off the Transfer Platform and into the spikes below if you don't jump over them.



Normal view



Action view



SECRET ROAST BEEF

Near the save point on the top floor, the Roast Beef marked on the map is hidden in a shovel stuck in the ground.



STAGE EXIT

In the last room before the exit, Reinhardt will have a conversation with Rosa.

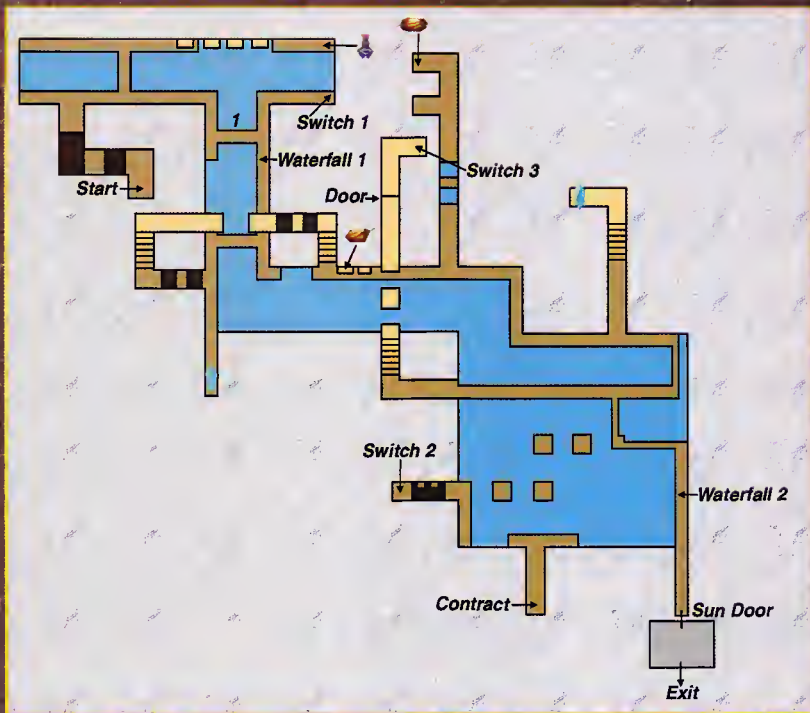




Stage 4B:

UNDERGROUND WATERWAY**Carrie Only**

On this stage's map, the dark colored areas represent both pre-existing holes in the ground, as well as parts of the ground that will collapse if you step on them. Like Stage 4a, it's fairly short and there's no boss to fight.

**Areas of Interest****STARTING POINT**

Immediately after you begin, you'll come upon a hole in the ground that seems impossible to cross. There is a tiny ledge on the opposite wall that you can grab but not climb on top of. You'll have to make your way across to the other side while hanging.

**POINT "1"**

Once you reach this point, lizard men will emerge from the water and surround you. Retreat immediately so you're not threatened from all sides, then take them on one by one. After this point, lizard men will be continuously coming out of the water. As before, don't bother fighting them if you can help it. It's a little tricky in this area since there isn't much space to stand on.





WATERFALLS

There are two waterfalls here. Don't even try walking close to them, because if you so much as touch one you'll be immediately sucked into the current.



SWITCH 1

Stepping on this switch shuts off Waterfall 1.

SWITCH 2

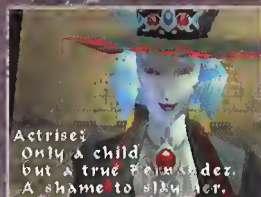
Stepping on this switch opens the door. The path you'll have to take to reach here is tricky. While you jump from the platforms in the large room, watch out for lizard men; they like to appear and push you off as soon as you land. Take it slow and you'll do fine.

SWITCH 3

Stepping on this switch shuts off Waterfall 2.

STAGE EXIT

Before you leave this stage there'll be a brief event with an evil character, Actrise.



Stage 5: CASTLE CENTER

This stage involves more walking around and backtracking than any other in the game. It's also considerably more difficult than the previous stages. On the map, I've colored each floor differently.

Areas of Interest

STARTING POINT

The torches lining the walls of the first corridor can be destroyed for items.

POINT "1"

There's a cracked wall with a seal on it here: To remove the seal, you'll have to go to the top floor first. To the far right of this point, you'll find a box in the corner that can be destroyed for a bunch of 500 Gold bags. The torches on the walls in this room can be destroyed as well.



POINT "2"

Here, a blobby enemy will appear from the ground. Attack it quickly to destroy it easily. The stage's exit is also in this room, but you won't be able to access it yet.

POINT "3"

This is a strange looking room with gears on the floor and odd shaped platforms. It may be trivial to traverse now...

POINT "4" AND "5"

This is the first cracked wall that you can destroy. To do it, you'll have to get the Torture Chamber Key by talking to the lizard man at Point "5". With it, you can obtain the Mandragora from 1F. To save yourself some needless walking, after you get the Mandragora, drop it at Point "1" (which you will need to do eventually anyway), then go back and get another Mandragora to place at Point "4." You can then pick up some



Magical Nitro (be sure to save beforehand) from the room beyond Point "5" and place it next to the Mandragora at Point "4." This action will destroy the wall and you'll be able to pass through. Beyond this point, you can reach the highest point in the stage where you'll be able to remove the seal from the cracked wall at Point "1."

HEALING KIT

There is a rare Healing Kit hidden in one of the boxes in the same room where you can pick up Magical Nitro.



POINT "6"

This is the Library. If you climb up on the book cases you'll see there is a second floor you can reach. What's more, if you step on the mysterious-looking box on the second floor, an opening in the ceiling will appear that you can pass through.

POINT "7"

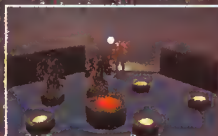
Here, you'll have to arrange three statues in the center of the room in order to remove the seal at Point "4." The arrangement is as follows:

Statue Color Position

Blue	8
Gold	2
Red	4

Once you've accomplished this, you'll have to go back down to 3F, then up to 4F via the stairway near Point "3" in order to get to the opposite side of the Magical Nitro room. Now, you will have to carry the Magical Nitro all the way down to Point "1." Initially it will seem impossible, since you will die instantly if you jump or get hit while carrying the Nitro. If you're hav-

ing a great deal of trouble, it might be useful to try practicing going through certain parts of the stage on the way downstairs without actually taking the Nitro with you.



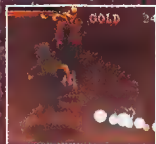
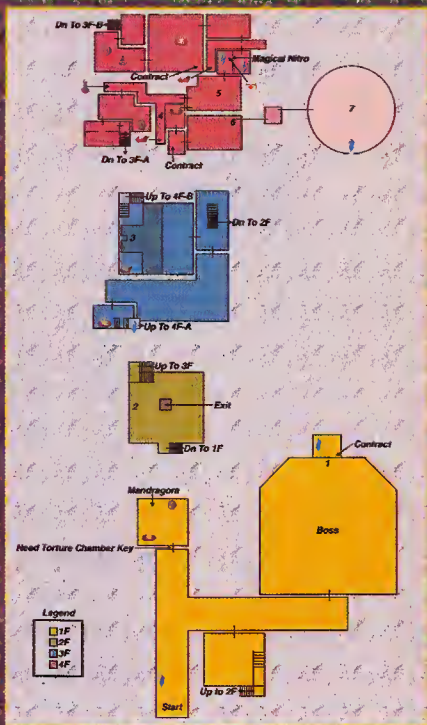
BOSS

Once you've carried the nitro down and destroyed the wall, save your game first, then activate the big crystal in the same room. Immediately after you do this, you'll have to fight the first boss. This guy is much more challenging to beat with Carrie because he runs much faster than her fireballs. Basically, with Carrie you will only be able to successfully attack with fireballs when he's standing still. Either way, your special weapons will be useful here since the boss' defenses are so strong. The boss has only three attacks, but all of them are devastating: He's got two different kinds of lasers that spew out of his mouth; both can be dodged by jumping. To dodge the yellow laser, you'll have to jump just before he emits it; to dodge the blue one, you'll have to wait until it gets close to you to jump. Note that if you are near the rear of the boss the lasers cannot reach you. His third attack is a headbutt that will send you flying across the room. To avoid it, you'll have to slide away just as he initiates the headbutt. As he circles around the room, watch where you and he are running. Always try to circle around him to take his back side. If you don't, you'll be so close that it will be impossible to dodge the headbutt.

BOSS NUMBER TWO

After beating the first boss, save the game right away because you'll have to fight another! In the room at F1 just before the stairs, the second boss will appear. If you're playing as Reinhardt, you'll have to fight Rosa. If you're playing as Carrie, you'll have to fight another member of your family who has been turned into a vampire. The key to defeating Carrie's boss is to keep circling her and fire fireballs at the same time.

Rosa is slightly tougher, but both are a piece of cake compared to the last boss. After beating them, you'll be able to take the elevator to Stage 6.





BY CHRIS BIENIEK

Designed by Soviet mathematician Alexey Pajitnov in 1985, *Tetris* is arguably the greatest computer or video game ever developed. Several "new" versions of this timeless classic have been released in the past few months, so we figured that this would be a good time to analyze some of *Tetris*' gameplay concepts and offer some advice on how to improve players' scores. However, since everybody knows how to play the game, we thought it would be interesting to take a closer look at specific in-game situations and find out how different players approach the endless challenge of *Tetris*. But first, let's take a look at the latest crop of *Tetris* games for various game systems. Remember, all of these titles attempt to build upon the foundation of the original game by adding different game modes and options, but each one also allows you to play the classic if-it-ain't-broke-don't-fix-it version as Pajitnov originally intended.

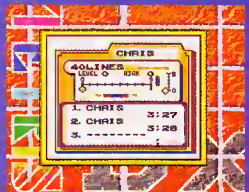
Magical Tetris Challenge

Capcom's first Nintendo 64 cartridge uses popular Disney characters and snappy music to make the *Tetris* experience even MORE engaging. Gameplay variations include the option of using far more complex, oversized *Tetris* pieces, but these are essentially a gimmick; the reasons why Pajitnov created a set of just seven shapes are rooted in game design concepts as well as psychological theory.



Tetris DX

Just as *Tetris* helped to launch the original Game Boy, *Tetris DX* arrived with the new Game Boy Color to hypnotize a whole new generation of portable game players. The coolest feature of this cartridge is its extensive battery-backed memory; the game keeps running stats for up to three players and retains the top three high scores in each of ten difficulty levels for three different game modes!



Tetris Plus

Before Mickey Mouse got involved, *Tetris Plus* had the most "personality" of any *Tetris* variant. The Puzzle mode's Mario-like professor is an endearing character; you gotta love the way he yells, "Oochi!" when he tumbles to the bottom of the screen. A real gem for Saturn and Game Boy fans, *Tetris Plus* is also an affordable PlayStation find, having been reissued as one of Sony's low-priced "Greatest Hits" titles.



Extra: New Tetris games available in Japan only!

The Next Tetris

New for the PlayStation in Japan, *The Next Tetris* has a wild two-player competitive mode; when you score a Tetris, your opponent's side of the screen turns completely around, leaving his or her playfield flipped horizontally.



Tetris 64

This new version of *Tetris* for the Nintendo 64 includes a biofeedback option; a special sensor clips to your earlobe and the game's difficulty level is adjusted by monitoring your pulse rate through the controller port. Crazy!



Tetris 4D

Every system has to have a version of *Tetris* for the sake of familiarity, and Sega's new Dreamcast is no exception. Released in Japan last December, *Tetris 4D* allows up to four players to participate simultaneously in classic *Tetris* action.



HOW THE EXPERTS PLAY TETRIS

Tetris has a unique grip on the mind of a video game player. Its addictive qualities have caused unusual reactions that are eerily common to players of all ages and experience levels. Do you remember the first time you played *Tetris*? Most first-time players experience a strange phenomenon on that first day; specifically, you probably went to sleep that night and saw imaginary *Tetris* pieces falling through space when you closed your eyes.

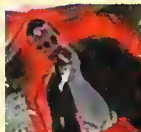
Another common tale: You're watching someone else play *Tetris*, and as they drop the pieces into place, you're sitting there thinking to yourself, "No, don't

put it THERE! Put it over THERE, dummy!" Some experts have theorized that the way a person plays *Tetris* may provide some kind of insight into his or her psychological make-up, much in the same way as psychologists use word association and inkblot tests to find out more about their subjects.

This is the foundation of the "strategy" information on the following pages. There really is no right or wrong way to play *Tetris*; however, we decided that it would be fun to come up with some typical *Tetris* scenarios and find out how different players would react to those specific situations...and compare the re-

sults. We created a set of photos—screen shots of *Tetris* games in progress—and asked our panel of experts what they would do if they were playing the game in each photo. In other words: Here's the playfield, here's the piece that's falling, where would YOU put this piece? It's not easy to change the way you play *Tetris*—especially if you've been playing for years—but if you compare your own gameplay decisions to the responses our panelists have given, you'll get some real insight into the mind of a fellow *Tetris* player...and hopefully pick up a few pointers that will improve your game.

THE TIPS & TRICKS TETRIS PANEL



Thor AACKERLUND

Tetris master Thor Aackerlund was crowned the winner of the 11-to-17 age bracket in the Nintendo World Championships back in 1990; old-

school NES fans will recall that *Tetris* was one of the three games featured in that nationwide tournament. His supremacy as a video game player was further proven when he defeated the winners of the NWC's under-11 and over-17 champions in an informal match just after they earned their respective titles. *Tetris* is Thor's forte; put simply, he's the best *Tetris* player we've ever seen.

Thor's Tips: "Avoid getting more than one 'pit' developed, as it makes managing the stack quite a bit more difficult.

"Often, you can drop a piece sideways over the top of

your main drop zone, and as long as you line it up correctly, you will clear a line and end up with a flatter stack. Also, this may help you burn a piece that otherwise would create a hole or an unwieldy tower.

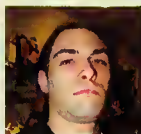
"Generally, the flatter your stack, the better.

"Until the speed accelerates to the point where it becomes nearly uncontrollable, the best place for the drop pit is on one of the far edges.

"Get used to the 'next piece' preview, and always factor it in to your placement decisions; it provides vital information to logical play.

"If you start having *Tetris* nightmares, reduce playing time by a large percentage!

"In the Game Boy and NES versions, you can achieve greater speed in moving the pieces from side to side by tapping the D-pad very rapidly. This allows you to maintain control of placement in situations where simply holding the D-pad to one side does not shift the piece quickly enough."



Jason WILSON

Tips & Tricks Associate Editor Jason Wilson was a semifinalist in the Nintendo World Championships back in March of 1990. While participating in

the NWC, Jason met and picked up some playing tips from Thor Aackerlund—which was the *Tetris* equivalent of getting some batting tips from Mark McGwire. He may be known to our readers for his fighting-game expertise, but Jason's passion for *Tetris* has been burning for a decade. His initials still stand at the top of the high score table of the *Tetris* arcade machine in the Fun-o-Rama arcade in Miami—

more than seven years after he made his mark.

Jason's Tips: "Don't just build all the tetrads up in hopes of getting a long line. Build them up to a safe point—eight to 10 levels of blocks—then set up upcoming blocks by placing the outer edge of the tetrads over the right side of the mountain of blocks. This will directly prepare you for a Single or Double; when a long piece appears, you can build, then repeat this procedure. When you're building a structure with an open column on the side of the playfield, it's also very important to make sure that the column of blocks that's right next to the open space is not as tall as the remaining columns on the screen. If you set the screen up this way, you can shave off one or two lines from the top of the structure without blocking off the open space while you're waiting for that long piece to appear."



Alexey PAJITNOV

It is a great honor to have the creator of *Tetris*, Alexey Pajitnov, contributing to this feature. Pajitnov designed *Tetris* while working in the Computer

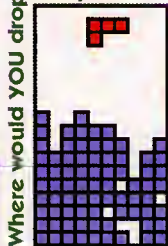
Center of at the Moscow Academy of Science. As an employee of the Soviet government, he was not allowed to benefit financially from his most popular creation, which

has sold millions of copies worldwide. However, he was able to pursue a career as a game designer by following the success of *Tetris* with titles like *Welltris* and *Matris*, eventually relocating to the U.S. to found his own development company. He's currently designing puzzle games for Microsoft.

Alexey's Tips: Unfortunately, the creator of *Tetris* is far more interested in the design of his games than he is in actually playing them. "I'm not so hot at *Tetris*," he explains. "I can't say I'm a bad player, and I can't say I'm a good player. I'm absolutely an average player."



this piece?



Where would YOU drop

Scenario 1



Thor



Jason



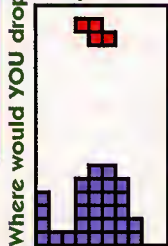
Alexey

Half filled with blocks, a scenario like this one can be an unnerving to an amateur Tetris player.

Thor: "A simple one; just avoid gapping. It's only a 'I2 tower.'"

Jason: "At this point, it's good to keep the lines down as far as possible. Putting the piece where I did will eliminate one row; no matter what the next piece is, it will have a decent spot available to it."

this piece?



Where would YOU drop

Scenario 2



Thor



Jason

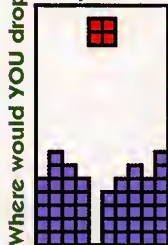


Alexey

Thor: "This one feels bad, but it's somewhat better to create a mild tower in this case to avoid a gap. If the stack was much higher, a single gap might be a fair bet."

Jason: "You've gotta keep those towers down, especially if your playing style is not very fast. The single gap that I left open on the right side will lead to a Tetris within four or five moves."

this piece?



Where would YOU drop

Scenario 3



Thor



Jason

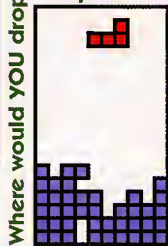


Alexey

Thor: "A common dilemma; the block with no home. With my placement, you have a fair chance of getting the 'T' shape to slide under it and erase the gap."

Jason: "Sometimes, the square piece can be the hardest to find a place for. You've got to play it safe in this situation. Make sure you always have a 'back-up' piece for every remaining gap."

this piece?



Where would YOU drop

Scenario 4



Thor



Jason



Alexey

Thor: "This looks like it could be another ugly situation, but it's not too severe. I recommend taking the lower lines out first to make more sense of the situation."

Jason: "Only one block ends up being covered on the right side, allowing you to exploit the safe point of keeping the column down; now every remaining possible tetrad can be placed in a perfect position."

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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW	PRESS.....K	BLASTA	WRECK.....D
BREAK.....Z	PUNCH.....S	SPRAYC	TURBO.....Y
STOMP.....T	STAND.....R	PRESS.....E	DREAM.....O
CRUSH.....I	SCORE.....H	SLANTL	CHASE.....P

MYSTERY WORD CLUE:

WORD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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Name _____ Age _____
Address _____
City _____ State _____ Zip _____



SEND

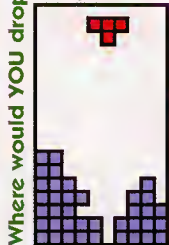
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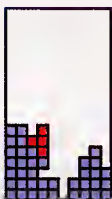
Scenario 5



Thor



Jason

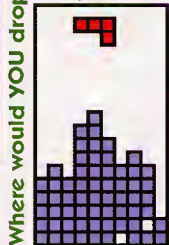


Alexey

Thor: "This is a risky move, but placing it here is a good way to learn how to learn to clear certain lines in order to achieve a more stable stack."

Jason: "By placing the 'I' at the bottom, I eliminate one line and there's only one block left for me to get rid of before I can begin to set up my next Tetris. Once again, every subsequent piece has a perfect fit available."

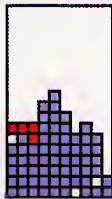
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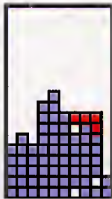
Scenario 6



Thor



Jason



Alexey

Jason and Thor agreed on the placement of the piece in this scenario as well as the resolution of Scenario 7.

Thor: "Looking at the general situation, placing this 'L' piece here on the left creates a way to level the stack with the help of an 'S' shape or two."

Jason: "It also keeps the column on the right side open, which is a good fundamental strategy."

this piece?



Scenario 7



Thor



Jason



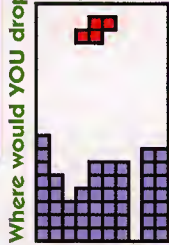
Alexey

This is the only scenario in which all three players put the piece in the same location.

Thor: "This is bad...but there is no doubt that the #1 priority here is to get those gaps opened and filled, so away it goes to the deepest pit."

Jason: "Here you're gaining one line and setting up for a Tetris, which removes the left column and brings the stack lower with only a few moves."

this piece?



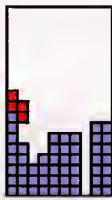
Scenario 8



Thor



Jason



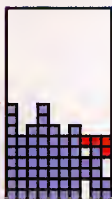
Alexey

Jason: "Most people would put this piece to the left side where it would not fit, leaving the column open for a Triple. I'd put it directly above the column; you have a much better chance of getting a piece that fits in the column to the left, setting you up for a future Tetris. This way you can build a standard column to the top and none of your tetrads will be out of place."

Where would YOU drop this piece?



Scenario 9



Thor



Jason

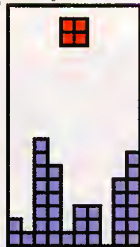


Alexey

Thor: "Once again, you have to avoid creating an extra pit that is three or more spots deep, so the only way to make this go smooth is to line it flat and then wait for a 'T,' or the correct 'S' or 'L' to erase the new gap created by this 'temp' fix."

Jason: "It looks like I'm taking a big risk, but most upcoming pieces can slide freely into the space on the right side, keeping the column open for a Tetris."

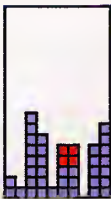
Where would YOU drop this piece?



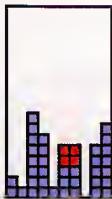
Scenario 10



Thor



Jason



Alexey

Thor: "Easy .. take the gap and avoid getting these horrid towers any worse than they already are."

Jason: "Dropping the block at this point leaves you in a position where six of the seven possible tetrads will be easily placed. Long lines are not a necessity yet, and you are still able to build the stack freely without worry."

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SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tips & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



NEED FOR SPEED: HIGH STAKES

Electronic Arts • March • 1-2 Players



The changing weather conditions, time of day and car damage aren't just fancy graphic effects; they all influence your vehicle's performance.



The car manufacturers and body styles to be licensed for use in *High Stakes* have yet to be announced, but we can tell from these photos that EA is probably wrapping up negotiations with Ferrari and BMW as you read this.



Fans of Electronic Arts' *Need for Speed* series should start saving their dough: *Need for Speed: High Stakes* is expected to hit stores at the end of March. Expect lots of audio-visual improvements and the gameplay tweaking that sequels usually enjoy, however, one of the key elements of this new game's design involves environmental effects and the way your car responds to them. Money is an important factor in the game's tournament mode; you need to earn cash by winning races and use it to buy new cars and repair damage to the older ones. You'll also have the ability to customize vehicles with new body kits, performance enhancements, tricked-out paint jobs and even vanity license plates! What's more, the "Pink Slip" mode lets you use your custom hot rod to compete head-to-head against a friend in a winner-take-all race—that's right, if you win, your buddy's customized car gets deleted from his memory card and added to yours! Other new features include random track modifications (like icy patches or even landslides) that can surprise you as you're cruising through familiar terrain. Last year's "Hot Pursuit" police-chase mode is back—but this time, you can choose to control the suspect or the law officer! EA has really tried to incorporate ideas suggested by *Need for Speed* fanatics, like turn signals and hazard lights; lots of little touches like these are in evidence. Lookin' good!

CORRECTION: Last issue, we incorrectly indicated that *Ace Combat 3* was to be published by Sega. This was, of course, a slip-up, as *Ace Combat 3* is obviously a Namco franchise. Our apologies to Namco for the error.

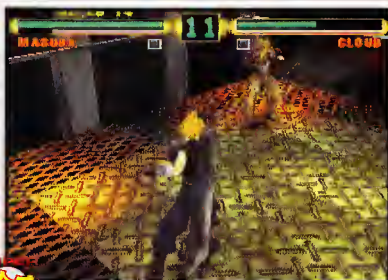


EHRGEIZ

Squaresoft • Possible 1999 • 1-2 Players



God bless the Ring... and Dream Factory, too. The team behind *Tobal 2* has ported its 3-D arcade fighter to the PlayStation. In the transition, Dream Factory has added a load of extras and bonus characters. We're sure you remember the fighting paradigm of *Ehrgeiz* (if not, see our June '98 issue) so let's get down to the real goods. For starters, there are four mini-games you can play. These are *Infinity Battle*, *Battle Runner*, *Beach Battle* and *Battle Panel*. When playing *Infinity Battle* mode, you choose your fighter like normal but you only fight one consecutive round per fighter. At the end of each round, you earn extra energy on your life gauge. Each time the meter becomes full, another heart appears. Your game ends when you run out of energy. *Battle Runner* is basically a race around a track. Same deal here; choose your character and go. You can beat your opponent silly, but you still have to complete the required laps. *Beach Battle* has three games in one: *Battle Dash* is a simple race against your opponent; *Battle Flag* is a short distance dive versus your opponent. *Battle Hurdle* is another racing game, but now you must also hop over random logs on the beach. The last mini-game, *Battle Panel*, is the most addictive. If you've played *Othello* then you know how to play *Battle Panel*. The only difference is that there are no turns and you can bump your opponent before he reaches a panel he's likely to switch. The *Quest Mode* is much like it was in *Tobal No. 1* but much more diverse. Choosing Kouji Masuda or Clair Andrews, you must conquer Godless the Dungeon. The game remains smooth 30 frames-per-second in high resolution—even in *Quest Mode*. Inside the local village you can rest at the Inn, eat at a restaurant or speak with the village people (Y.M.C.A.). Both Kouji and Clair become selectable fighters in *Arcade Mode*. Speaking of which, *Final Fantasy VII* fans might be tempted to pick up this tasty import. Besides Cloud, Django and Tifa, *Ehrgeiz* also includes Sephiroth, Vincent Valentine and Yuffie Kisaragi. We're sure there are more secret characters; they just have to be unlocked. As of this writing, there are no plans to bring *Ehrgeiz* stateside. Keep your fingers crossed. Hopefully a suit and tie somewhere will make the decision of releasing in the U.S. We deserve it. To this day Anatole and Tyrone still mope around the office because of *Tobal 2*. Of course, they have their import versions, but they would enjoy to play more than just by themselves. If we hear anything concerning a U.S. PlayStation release of *Ehrgeiz* we will fill you in. Maybe Namco will localize *Ehrgeiz* for the U.S. since it did release the arcade kit piece.



1 One of Ehrgeiz' new mini-games includes the *Running Game*. It's like *Super Sprint* without cars. The main goal is to complete the total number of laps first.

2 See the long meter across the top of the screen? Once Godhand gets another hit his opponent will be dizzy for a short period.

3 Kouji, one of the original characters, battles a huge squid in the all-new *Quest Mode*.

4 Clair Andrews speaks with the bartender at the local restaurant.

5 Inside *Godless the Dungeon* Kouji battles hordes of monsters.

6 The *Battle Panel* mini-game is like a fighting version of *Othello*.

7 New to Ehrgeiz, Sephiroth racing against Yoko in the *Beach Battle* mini-game, *Battle Dash*.

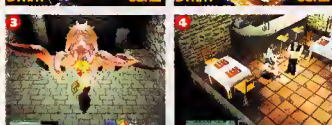
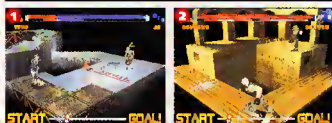
8 Sephiroth digs hard to reach the flag before Yoko in another *Beach Battle* mini-game, *Battle Flag*.

9 Seen here, Yoko trips over a random log in the last *Beach Battle* mini-game, *Battle Hurdle*.

10 Cloud hammers Ken Mishima with a quick hit in the *Infinity Battle* mini-game.

11 Our team-Avalanche member takes a hit from Yoko.

GOD BLESS THE RING



Select Games
Select Games
Select Games
Select Games



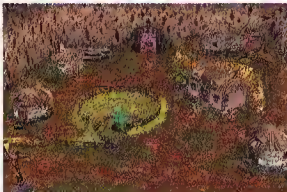
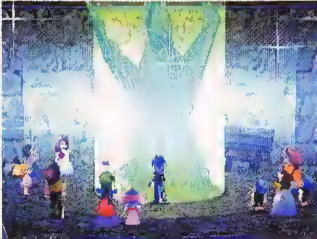
LEGEND OF LEGAIA

SCEA • Available Now • 1 Player



Hello, my name is David Duke. Who might you be?

Wild Arms fans will be happy to know that Sony has picked the rights to release *Legend of Legaia* domestically. Originally developed by Contrail (a subsidiary of Sony Computer Entertainment), both *Wild Arms* and *Legaia* share the same producer. The "Tactics Arts System" used in *Legaia* is truly original. This active battle system allows for speedy transitions from player to opponent and back again. All commands can be accomplished by using the D-Pad. For instance, to use an item, you press Up on the D-Pad; to attack, press Left. From here you can press any combination of directions (Up, Down, Left, Right) to attack with a vicious combo. These attacks register individually and can vary in effectiveness from character to character. Battles take place in a fighting game-like scenario with fully polygonal characters and backgrounds. Much like *FFVII*, each character in your party can learn new attacks with original animation sequences. The quick battle system is a great break from the usually slow pace found in most RPGs. You can complete your commands in less than two seconds if you know what you'd like to do. The story of the land of Legaia unfolds as Vahn and his friends Noa and Gala attempt to find the seven Genesis trees waiting throughout Legaia. These sacred trees are the only things that can make the evil mist overtaking the land subside. Each of these trees must be revived in some way and it's up to Vahn to find out how. Sony promises the usually long quest we've come to know and love in PlayStation RPGs. Send in those *Select Games* Response Cards if you'd like to see a strategy guide on this!



ARCADE

NBA SHOWTIME

Midway • Available Now • 1-4 Players

The NBA has been pretty lame this year, but that hasn't stopped Midway from making this absolutely stunning basketball game called *NBA Showtime: NBA* on NBC. Midway released *NBA Jam '99* on the N64 last winter but it wasn't the over-the-top, in-your-face, two-on-two basketball game that people have come to expect from the *NBA Jam* name. *NBA Showtime* brings it all back, but with tons of new features. This time you can play up to a three-on-three game, thus opening up the court for some crazy passing plays. You'll also be able to create your own players with the new player edit system. Expect to see some zany secret characters as Midway follows the *NBA Jam* tradition. The first thing we noticed was the incredible detail; all of the players look like their real-life counterparts! A true NBA fan will really appreciate the amount of detail given to the players; no other basketball game even comes close! And more importantly, the gameplay is way over the top. Run and gun three-pointers, super hang-time dunks, alley-oop slams and almost any other Chick Hearn-ism you can think of. There are no fouls, so you can do stuff like knee your opponent as you go in for a monster slam. (You hear that, Karl Malone?) The NBA may have let you down this year, but this game should bring back some of that playoff fever that you so dearly miss.

Hundred of players' faces have been individually modeled and texture-mapped. Wicked!

Askep at the wheel? We'd say so, as Kobe goes up for the easy dunk. Look at the sheer detail—simply amazing!



You know Midway will include a host of secret characters. Here's one to make Grandma proud.

ARCADE

POWER STONE

Capcom • Available Now • 1-2 Players

TIPS & TRICKS!

Leave it to Capcom to take the brand-spanking-new Naomi board and design a game that really makes you want to like the Dreamcast architecture. Okamoto-san and crew have obviously studied hard. *Power Stone* utilizes a ton of elements seen in other fighting games and adds its own unique flair and style. The best way to describe *Power Stone* is *Pocket Fighter* meets *Ehrgeiz*. Like the latter, you can move freely in 3D space. To an even greater extent than Dream Factory's offering, *Power Stone* really gets you into the world by making practically every object a potential weapon or tool. Some arenas are completely enclosed. Inside these arenas, you'll grab boxes, climb structural beams or even cling onto the ceiling overhangs. *Power Stone* owes its combo and "gem" system to *Pocket Fighter*. Starting with the Punch button, you can perform various strings by alternating between Punch and Kick. When you've collected three Power Stones (Red, Yellow and Blue), your character will don his or her Power Stone gear. At this time, you'll be able to do some serious damage. I hope you're sitting down for this next one. There is no blocking in *PS*. The only way to not get hit is to avoid your opponent's attacks. This creates quite a hectic pace for battles. The only downer in *PS* is the smaller-than-usual cast of characters. There are eight standard fighters with some expected time-release combatants.



Select Games
Select Games
Select Games

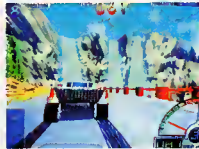


CALIFORNIA SPEED

Midway • April • 1-4 Players

SPEED
california

The popular arcade title from Atari Games, *California Speed*, is finally making its way into your home! The new N64 version will come with a whole new set of features, thus adding a whole new life to this crazy racing game! The game will have a total of 14 unique tracks which all take place in—you guessed it—California. You can engage in four-player mayhem and race through places like Los Angeles, San Francisco, Silicon Valley, Yosemite, the Mojave Desert and more. With so many diverse terrains in California, you'll get to experience everything from desert drag-racing to snow-capped ice-slashing! More than fifteen cars will be selectable when you count some of the secret cars you can earn. Arcade veterans of the game will be pleased to know that the home version will have a whole new set of short-cuts for every single track, so don't rest on your laurels! Reversed mirror tracks will also become available as you beat the game, giving you even more replayability for your buck. *California Speed* will utilize the same engine as *San Francisco Rush 2.0* expect to see some new and improved physics in the game. With the success of the *Cruis'n* and *San Francisco Rush* series, this title should be another monster seller for Midway.



SHAOLIN

UPDATE!

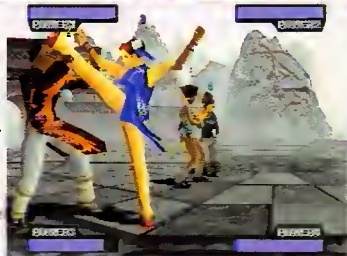
THQ • March • 1-4 Players

With the very sad premature death of Virgin's *Thrill Kill*, Shao Lin will enjoy being the very first four-player fighting game for the PlayStation (excluding those wrestling games, of course). Originally slated for a November '98 release, Polygon Magic, the developers of *Shao Lin*, decided to fine-tune it a little more. Much like Square's *Tobal 2* and *Ehrgeiz*, the game will also feature a unique RPG adventure, where each character will learn more moves as he or she matures through the story. The change will also be visible as each character matures from a child to a full-grown adult. Four human players will be able to play simultaneously, but with the addition of two more computer-controlled characters, you can have up to six characters on screen at one time! Six different martial arts styles can be learned, thus adding depth to the arsenal of moves your character can acquire during the course of their training. Anime fans will get a kick out of the fact that the character design is done by Hiroshi Sano, a major artist in the ever-popular *Gundam* series. Will *Shao Lin* make us forget about the terrible loss of *Thrill Kill*? We hope so!



Time to get your multi-tap out and dust it off for some four-player face smashing! Did someone say *Thrill Kill*?

Wait a second! Isn't that the girl in another very popular fighting game?



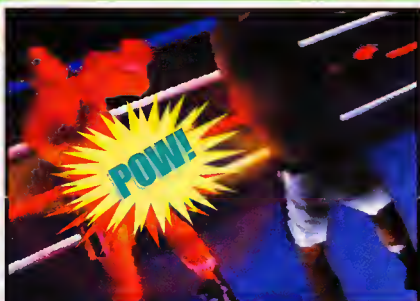


KNOCKOUT KINGS

Electronic Arts • June • 1-2 Players

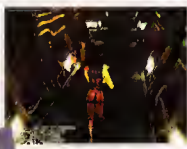


With an all-star cast of famous boxers from years past and present, EA's *Knockout Kings* is a ringmaster's dream. Imagine putting Holyfield and Ali into the same ring and seeing who will remain standing! PlayStation owners have already been able to put on their gloves for this one but N64 owners will soon be able to play a revamped version. The PlayStation version got some criticism for being a little sluggish and at times was even accused of using nothing more than a spruced-up version of the fighting engine in EA'sports' *NHL* series. Fear not, the N64 version is being developed by Black Ops, which plans to give it more speed and bring a whole new arcade feel to the game. Unfortunately, George Foreman and Mike Tyson will still be left out for licensing reasons, but that shouldn't stop this from being the ultimate boxing game for your N64. Heck, when was the last good boxing game for any system? *Super Punch-Out!!*? There won't be any ear-biting moves, but you can bet with the new arcade style that there will be plenty of over-the-top uppercuts and cross-counters! As Mills Lane would say, "Let's get it on!"



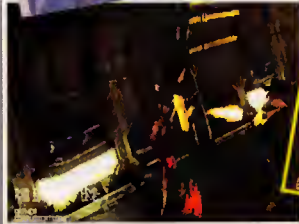
ALIEN RESURRECTION

Fox • May • 1 Player



ALIEN RESURRECTION

The much-awaited title from Fox Interactive, *Alien Resurrection*, is finally making some progress. Based on the movie of the same name, the game takes place on the doomed military research vessel Auriga. Dr. Wren, a psychotic scientist, is doing cloning experiments with our beloved alien critters. Angry aliens decide to invade and kill all the survivors of Auriga. That's where you come in, to save the fate of your fellow marines. Choose any of the five playable characters: Ripley, Call, Jenner, DiStefano or Christie. You'll be equipped with an arsenal of deadly weapons as you shred some alien meat on all of the game's 13 massive levels. Each level is mission-based so there's more to the gameplay than just being trigger-happy. With the help of "Father", the spacecraft's information computer, you'll be instructed to carry out certain tasks in order to destroy Dr. Wren's horrible creations. The game's story and design is being closely monitored by the film's production team as it is being developed, so don't expect another sorry game that merely uses a movie license. The architecture, sound effects and dialogue are all being directly shaped from the movie crew. Realism is what Fox is aiming for. The surrounding background will be highly interactive, allowing you to smash anything in the area. It's a race against time and the Aliens! After all, we are not alone!

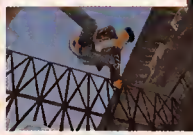




SHENMUE

Sega • Q2 '99 Japan/Q4 '99 US • 1 Player

There are no pre-rendered cinematics in *Shenmue*, just pure, poly-rendered viewing satisfaction. Sign me up, Sega!



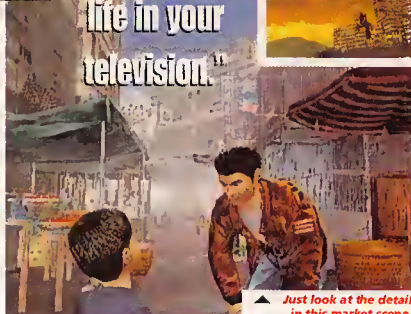
"A god-like world come to life in your television."



A top-priority Dreamcast project shrouded in secrecy, *Shenmue* was at last unveiled before an anxious gaming public in Japan on December 20. Formerly code-named "Project Berkeley", *Shenmue* is the first attempt at an original console-dedicated game by Sega's legendary AM2 arcade team. AM2 frontman Yu Suzuki came up with the idea nearly five years ago, but abandoned the project at an early stage due to the then-existing hardware limitations of the Saturn. As preliminary planning of Sega's next generation Dreamcast hardware began to take shape back in mid-1996, Suzuki-san realized that his power-thirsty game concept could at last become a reality.

Styled as an action/RPG game, *Shenmue* takes place in present-day Japan and China. This is, by no means, your typical, run-of-the-mill RPG. It may be hard to believe, but just when we thought we'd seen it all by playing *Sonic Adventure*, along comes *Shenmue*'s real-time graphics...they completely and utterly eclipse them (does four million polygons per second sound like a plan?) Imagine huge, sprawling environments filled with over 500 different characters to interact with. Imagine a world where characters don't just stand around like zombies waiting for you to talk to them. Each citizen actually goes about their own daily routine; they go to work, stroll through shopping districts to purchase goods and even sleep at night! Characters speak in audio, not text, and rarely repeat the same sentence twice, no matter how many times they are approached for con-

Yu Suzuki's arcade credentials are enormously impressive. Works include *Space Harrier*, *Hang-On*, *Daytona*, *Virtua Cop* and *Virtua Cop 2*, not to mention the entire *Virtua Fighter* series.



▲ Just look at the detail in this market scene.



The Quick Time Event won't indicate which way Ryo should move. You've become so "fully realized" in this game, or your boss is squashed!

versation. Sound good so far? That's just the tip of the iceberg. In many ways, *Shenmue* is so close to real life, it's almost intimidating. The player controls Ryo Hazuki, the game's leading character. In order to survive, Ryo must earn money for food and other assorted items, just as a person would in the real world. Ryo can obtain currency by searching areas in the game, by gambling and even—get THIS!—by working! Performing odd jobs—such as moving crates in a warehouse—is just one method in which Ryo can pick up extra cash. More amazing details: Working in sync with a controller-docked VMU, the game's environmental settings change in

real-time. Turn on *Shenmue* at 5:30 AM before heading off to school, and it's morning in the game! Stay up late on a Saturday night to play—and, you got it—it's nighttime in the game, too! Weather changes, as well. Thunderstorms, fog...you name it! Unbelievably, even snow can accumulate over a period of time. A god-like world come to life in your television, and through it all...total freedom of movement.

But what fun would a game like this be without some serious conflict? There's plenty of opposition in *Shenmue*, that's for sure, and here's the lowdown. At various pre-determined trigger-points, the game switches over to what AM2 calls "Quick Time Event" mode. As an action sequence begins, the screen starts flashing a series of arrow prompts, not unlike classic laserdisc games of old (*Dragon's Lair*, anyone?). The idea is for the player to time button presses with each on-screen prompt. The player is afforded but a fraction of a second to make each correct decision or face tragic consequences. Quick Time Events can involve anything from dodging deadly obstacles to pursuing a character through an alley to fighting entire groups of enemies. Speaking of enemies, one demonstration showcased at the game's unveiling depicted a segment in which Ryo made a wrong turn in an alleyway, resulting in a confrontation with a murderous gang. After a brief exchange of words, one of the gang members proceeded to get up in Ryo's face. A series of properly-timed button presses was all it took for Ryo to block the antagonist's first strike, duck a second one, and then counter by grabbing the goon's arm to send him crashing head-first into a nearby fruit stand. By one, the remaining gang members moved in for the kill as Ryo worked his skills to the max. Yu Suzuki and the entire AM2 staff are definitely onto something big here. From what we've seen and heard so far, *Shenmue* has the potential to revolutionize the way all future action/RPG's are constructed. There are dozens of impressive gameplay features in this title, the likes of which players have only been able to dream of until now. Kinda fitting, isn't it?

Time keeps on slippin' into the future! As you progress through the game, the ambience shifts ever so slowly. The result is much more subtle than the time change effect present in *Zelda: Ocarina of Time*.

Sunrise



Mid-Day



Sunset



Night



Select Games

LAST MINUTE GAMING INFORMATION...

• After completing the jaw-dropping *Sonic Adventure*, Yuji Naka and the Sonic Team are reportedly working on *NIGHTS 2* for the Dreamcast. If it's as impressive as *Sonic*, *Nights 2* should help generate additional frenzy for the Dreamcast's official American debut on Thursday, September 9th.

• Connectix, a Macintosh software company, has created a PlayStation emulator called *Virtual Game Station* for use on Macs with G3 processors. This shocking news came out of January's MacWorld expo where Connectix was selling preliminary copies. Apparently, the emulator works with most PlayStation games, but some titles suffer from slight slow-down problems. Steve Jobs hinted that it may even come as pre-packaged software with the new line of iMacs. Of course, that's if Sony doesn't sue them into oblivion first!

• Capcom is rumored to be secretly working on *Resident Evil* for the Nintendo 64! It's unclear whether this will be an exclusive edition of *Resident Evil* or merely a port of the same old PlayStation title. After finishing up work on *Magical Tetris Challenge* for Nintendo's system, Capcom expressed some hesitation in making another N64 game, so we'll see if there's any leverage to this rumor.

• Shigeru Miyamoto is reportedly busy at work on the sequel to *Zelda: Ocarina of Time*! How it will look, and play is still a mystery. Heck, the company isn't even sure which platform it will end up on: N64 or the Big N's next machine. This definitely explains the lack of any *Super Mario 64* announcement.

• Bandai was pursuing Sega to obtain support for its new hand-held machine, the *WonderSwan*, but was rejected in favor of SNK's Neo-Geo Pocket. Now Bandai is looking to Sony to arrange compatibility with the PlayStation.

• Unfortunately, more Dreamcast delays have risen up to haunt Japanese gamers. Hudson's *Kita E (To the North) White Illumination* has been delayed until March while Climax's RPG, *Climax Landers*, got pushed to a June release date. The good news is that Sega recently confirmed rumors of *The House of the Dead 2* for a March DC release. Hopefully, this good news will not turn bad quickly (we don't wanna feel the wrath of Tyrone!)

• Westwood's huge cult classic for the PC, *Command & Conquer*, will be released for the N64 later this year via Nintendo. It will feature four-player simultaneous play. Nintendo has been trying to attract an older gaming audience to the N64 by licensing turn-based strategy games like *Ogre Battle 3* and *Starcraft*.



• The vibration pack for Dreamcast will be available in Japan in March. The device is called *Puru Puru Pack*; it fits into the VMU slot in the DC controller. We knew that extra slot was gonna be good for something!

• Sony of Japan started its huge ad campaign for *Parappa the Rapper 2* (working title). The game is expected to be released in Japan in March. A U.S. release will probably follow a month later. Look out for another definitive strategy from *Ties & Tracks* later this year!

• It's a bit ironic, but Konami's *Survivor: Day One* couldn't survive its own production. The N64 game was scheduled for a first quarter release this year. Production was reportedly moving too slowly and the game was considered to be on the "uninspiring" slide. The good news is, Konami is planning to release a PlayStation version of its very popular arcade game, *Dance Dance Revolution* this Spring in Japan! A floor-pad will also be sold, allowing players to stomp on it just like in the arcades.

• Columbia Pictures has reportedly secured the rights to do a *Doom* movie! Spawn fanatics should be delighted to know that Todd McFarlane will be heading the project as Executive Producer! We hope the movie doesn't turn out like those goovy novels!

• In baseball news, Sammy Sosa of the Chicago Cubs signed with EA Sports to be the guy on the box for *Triple Play 2000*. Acclaim signed Derek Jeter of the New York Yankees to be their spokesperson for *All-Star Baseball 2000*. We'll see who sells more copies: the home-run king or the World Series champion!

• THQ is already busy at work with *Brunswick Circuit Pro Bowling 2*. The title is expected to ship later this year.

• Rare has finally shed light on the progress of *Donkey Kong Country 64*. A company spokesperson admitted that the project is definitely well under way. Nintendo has not said yet when the title might be released, but this is good news since people started to wonder whether the game was ever going to be released.

• Nintendo will continue the Pokémon frenzy by releasing *Pokémon Yellow* and *Pokémon Pinball* for the Game Boy Color. *Pokémon Yellow* is similar to the Pokémon games available right now, except Pikachu walks around with you just like in the show (he hates to be trapped in a monster ball). Also included in *Pokémon Yellow* are several mini-games like "Pikachu Surfing!"

• Electronic Arts decided to scrap *The Need For Speed* for the N64. The engine that was being used for the game is now being used on a new project entitled *Beetle Adventure Racing* for the N64. It will be the first game to carry a Volkswagen license.

• It's no joke: the National Security Agency has put a ban on Furbies in all NSA headquarters throughout the nation! Apparently, the little furry guys are deemed to pose a serious threat to national security. Apparently, with its high-tech 200 word vocabulary and recordable chips, Furbies have the potential to be a convenient spying tool. The last thing the government needs are Furbies spewing tons of classified information to evil dictators like Saddam Hussein!

• To the delight of Chris, a *Pesman* game is on its way to the PlayStation in Japan by a company called Kid. No release date has been set as of yet. No word on what it'll play like, either. Kid, however, has been known to make plenty of strange, perverse games for the Sega Saturn, so we'll see!

• Have you seen Scott Safran? Walter Day, editor of the famous *Twin Galaxies Official Video Game & Pinball Book of World Records*, has been looking for Scott Safran for over a year. Back in November 13, 1982, Scott scored a world record 41,336,440 on *Asteroids* at the All-American Billiard Company in Newton, Pennsylvania. Since he also holds the unusual distinction of retaining an unbeaten high-score record for seventeen years, *Twin Galaxies* has been trying to locate him to award him with a certificate of merit. Unfortunately, after several attempts at locating him through numerous radio stations and newspapers across the nation, no one has been able to find him. We hope he's not like, dead, or something. Anyway, if you know where Scott is, contact Walter Day at (515) 472-3882. And, hey, no prank phone calls; they've already had enough jokers pretending to be "the ghost of Scott!"

• GT Interactive news! They said it couldn't be done, but *Unreal* is on its way to the PlayStation! The game is expected to release "by the end of the year." *Driver* is a killer, KILLER new PlayStation title being developed by Reflections, the wizards behind *Destruction Derby 1* and *2*. The game—planned for release in late April or early May—puts the player in the role of an undercover cop posing as a getaway car driver for the mob. One GT Interactive rep we talked to had this to say: "Oh, yeah...this is the big one for us in early '99." Take our word for it; the graphics in *Driver* must be seen to be believed. We'll be back with the complete, no-holds-barred T&T preview of the game next issue!

• Join us right here next month for a TON of new previews and last minute information! Till then, play safe and be sure to cheat whenever possible, because cheating is fun (unless you're Bill Clinton)



Donkey Kong 64

Pokémon Yellow



Driver by GT Interactive

GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 MARCH

1	4X4 Mud Monsters	Take 2
2	AirBoardin' USA	ASCII
3	All Star Tennis 99	Ubi Soft
4	Bottom of the 9th	Konami
5	Bust A Move 3	Acclaim
6	California Speed	Midway
7	Duke Nukem: Zero Hour	GT
8	Hybrid Heaven	Konami
9	Micro Machines	Midway
10	Monaco Grand Prix	Ubi Soft
11	Shadow Man	Acclaim
12	Starshot	Ocean
13	Vigilante B	Activision

1ST QUARTER

14	Army Men 2	3DO
15	Asteroids	Crave
16	Deer Hunter	Microware
17	Lego Racers	Lego Media
18	Lode Runner 64	Bandai
19	NHL Hockey 99	Midway
20	Rugrats	THQ
21	San Francisco Rush: The Rock	Midway
22	Sim City 64	Nintendo
23	Smash Brothers *	Nintendo
24	Twelve Tales: Conker 64	Rare
25	Ultra Combat	GT
26	Ultra Descent	Interplay

APRIL

27	All-Star Baseball 2000	Acclaim
28	Jet Force Gemini	Rare
29	Rampage: Universal Tour	Midway
30	Rayman 2	Ubi Soft
31	Roadsters 99	Titus
32	Shadowgate	Kemco
33	Snowboard Kids 2	Atari
34	Tonic Trouble	Ubi Soft
35	Triple Play 2000	EA Sports
36	World League Soccer 99	Eidos

MAY

37	Animaniacs Ten Pin Alley	ASC
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38	Ken Griffey Jr. Baseball 2	Nintendo
39	Playmobil	Ubi Soft
40	Star Wars: Pod Racer	Nintendo

JUNE

41	Earthworm Jim 3D	Take 2
42	Gauntlet Legends	Midway
43	Superman	Titus

2ND QUARTER '99

44	Beetle Adventure Racing	Electronic Arts
45	Carnageddon	Interplay
46	Caesar's Palace	Crave
47	Earthbound	Nintendo
48	Harrier 2001	Video Systems
49	Harvest Moon	Natsume
50	Jeff Gordon Racing	ASC
51	Jest	Ocean
52	Jungle Bots	Titus
53	Legend of the River King	Natsume
54	Legend of the Sea King	Natsume
55	Mystical Ninja: Goemon 2	Konami
56	Perfect Dark	Rare
57	Quake II	Activision
58	Radikal Bikers	Midway
59	Road Rash	THQ
60	WCW Nitro	THQ
61	Winback	Koei
62	V-Rally	Infogrames

3RD QUARTER '99

63	Bombberman 2	Hudson
64	Gex 3: Deep Cover	Eidos
65	Ronaldo Soccer	Infogrames
66	Starcraft	Nintendo
67	Survivor Day One	Konami
68	Tasmanian Express	Ocean
69	WWF: Attitude	Acclaim
70	X-Men	Activision

POSSIBLE IN '99

71	1080° Snowboarding 2	Nintendo
72	Assault	Telstar
73	Banjo Tooie	Rare
74	Battlezone	Activision
75	Blues Brothers 2000	Titus

76	Charlie's Blast Territory	Kemco
77	Contra Spirits 64	Konami
78	Daikatana	Eidos
79	Dethcarz	GT
80	Donkey Kong Country	Nintendo
81	Hercules: The Legendary Journeys	Titus
82	Mario Golf	Nintendo
83	NFL Blitz 99	Midway
84	Nuclear Strike	THQ
85	Ogre Battle 3	Nintendo
86	Pikachu Genki De Chu *	Nintendo
87	Pitfall	Activision
88	Pokemon Snap	Nintendo
89	Pokemon Stadium *	Nintendo
90	Quest For Camelot	THQ
91	Rakuga Kids *	Konami
92	Re-Volt	Acclaim
93	Rollerball	MGM
94	Space Bunnies Must Die	Take 2
95	Space Invaders	Activision
96	Spider-Man	Activision
97	Super Mario 64 II	Nintendo
98	Super Mario RPG 2	Nintendo
99	Tamagotchi *	Bandai
100	WCW 99	EA Sports
101	Xena: The Warrior Princess	Titus

PLAYSTATION MARCH

1	3Xtreme	989
2	All Star Tennis 99	Ubi Soft
3	Attack of the Saucer men	Psygnosis
4	Bass Landing	ASCII
5	Big Air Snowboarding	Accolade
6	Clock Tower 2 *	ASCII
7	Fisherman's Bait	Konami
8	Jeff Gordon Racing	ASC
9	MLB 2000	989
10	Omikron	Eidos
11	Quake II	Activision
12	RC Stunt Copter	Midway
13	Rollcage	Psygnosis
14	Shogun Assassins	Konami

* Publishers, please contact us with updates and/or corrections.
 * Denotes that the game is available on import as of press time.

15	Street Fighter Alpha 3 *	Capcom
16	Tai Fu	Activision
17	Triple Play 2000	EA Sports
18	Vermir	Eidos
19	Xena: Warrior Princess	989

1ST QUARTER '99

20	Deer Hunter	Microware
21	G Shock	Konami
22	Heavy Gear	Activision
23	High Heat Baseball 2000	3DO
24	International Rally Championship	THQ
25	Jackie Chan Stuntmaster	Midway
26	Looney Tunes	Infogrames
27	Lunar: Silver Star Story *	Working Designs
28	Magzone	Trimark
29	Montezuma's Return	Utopia
30	Nectaris *	Jaleco
31	NFL Full Contact Football	Konami
32	Obsidian	Rocket Science
33	Plasma Sword	Capcom
34	Pro 1B: World Tour Golf	Psygnosis
35	Ridge Racer Type 4 *	Namco
36	Respect, Inc.	Psygnosis
37	Snow Break	Atlus
38	The Space Bar	Rocket Science
39	Star Trek: Klingon Academy	Interplay
40	Tiny Tank	MGM
41	Total Drivin'	Infogrames
42	Viper	Infogrames

APRIL

43	Alien Resurrection	Fox
44	Carnageddon 2	Interplay
45	Darkstone	Take2
46	F1 Racing Sim	Ubi Soft
47	Kawasaki: Motocross	Activision
48	Shao Lin	THQ
49	VR Baseball 3	Interplay

MAY

50	Suikoden 2 *	Konami
51	WWF Attitude	Acclaim

JUNE

52	Superman	Titus
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2ND QUARTER '99

53	007: Tomorrow Never Dies	MGM
54	Bloody Roar 2 *	T.B.D.
55	Croc II	Fox
56	Gex 3: Deep Cover	Eidos

57	K-1 Revenge *	Jaleco
58	Ling Rise	Asci
59	Rampage: Universal Tour	Midway
60	Rising Zan: The Samurai Gunman *	Asci

3RD QUARTER '99

61	Final Fantasy VIII *	Square/EA
62	Galerians	Asci
63	Messiah	Interplay
64	Rayman 2	Ubi Soft

POSSIBLE IN '99

65	Ace Combat 3	Namco
66	Aquanaut's Holiday 2	Artlink
67	Armored Core: Master Of Arena T.B.D.	
68	BeatMania: 2nd Mix *	Konami
69	BeatMania: 3rd Mix *	Konami
70	Daikatana	Eidos
71	Dance! Dance! Dance! *	Konami
72	Dead Unity	THQ
73	Dragon Quest VII	Enix
74	Dragon Valor	Namco
75	Ehrgeiz *	Square/EA
76	Glover	Hasbro
77	I.Q. Final *	SCEA
78	Libero Grande *	Namco
79	Macross Digital Mission VF-X2	Bandai
80	Monster Rancher 2 *	Tecmo
81	Parappa the Rapper 2	SCEA
82	Racing Lagoon	Square
83	R-Type Delta *	T.B.D.
84	R-Types *	ASCII
85	Snowboard Kids Plus	Atlus
86	Spider-Man	Activision
87	Tall Concerto *	Activision
88	Tales of Fantasia *	Namco
89	Zeus: Carnage Heart 2 *	T.B.D.

LIBERO GRANDE ***MACROSS DIGITAL MISSION VF-X2****MONSTER RANCHER 2 *****PARAPPA THE RAPPER 2****RACING LAGOON****R-TYPE DELTA *****R-TYPES *****SNOWBOARD KIDS PLUS****SPIDER-MAN****TALL CONCERTO *****TALES OF FANTASIA *****ZEUS: CARNAGE HEART 2 *****LIBERO GRANDE *****MACROSS DIGITAL MISSION VF-X2****MONSTER RANCHER 2 *****PARAPPA THE RAPPER 2****RACING LAGOON****R-TYPE DELTA *****R-TYPES *****SNOWBOARD KIDS PLUS****SPIDER-MAN****TALL CONCERTO *****TALES OF FANTASIA *****ZEUS: CARNAGE HEART 2 ***

11	Shock Troopers 2	SNK
12	Spike *	Sega
13	Street Fighter III: 3rd Impact	Capcom
14	Street Fighter IV	Capcom
15	Tekken 3: Special Edition	Namco
16	Thrill Drive *	Konami

POSSIBLE IN '99

11	Beatmania: 3rd Mix	Konami
12	Chaos Heat *	Taito
13	Gunmen Wars *	Namco
14	Hell Knight	Konami
15	Blood Bullet *	Sega
16	Hyper Bashi Championship *	Konami
17	Magical Truck Adventure	Sega
18	NBA Play by Play *	Konami
19	Operation Tiger	Taito
20	Power Stone *	Capcom
21	Race Dn	Namco
22	Raycrisis *	Taito
23	Strider 2	Capcom
24	Tenkamori Shooting *	Namco
25	Virtua Cop 3	Sega
26	Xtreme Rally	SNK

GAME BOY MARCH

1	San Francisco Rush	Midway
2	V-Rally Championship	Infogrames

1ST QUARTER '99

3	Flying Dragon	Natsume
4	Harvest Moon	Natsume
5	Legend of the River King	Natsume
6	Legend of the Sea King	Natsume
7	NBA Jam 99	Acclaim
8	Roadsters 99	Titus
9	South Park	Acclaim
10	Wario Land II (Color)	Nintendo
11	Yars' Revenge	Telegames

APRIL

12	Yoda Stories	THQ
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MAY

13	Titus Jr.	Titus
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2ND QUARTER '99

14	Space Station: Silicon Valley	Take 2
15	Spy Hunter/Moon Patrol	Midway

POSSIBLE IN '99

16	Bombberman Quest *	Hudson
17	Pokémon (Yellow) *	Nintendo

AERO GAUGE

Extra Tracks & Bonuses

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L, R + 2 on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap up on the D-pad and the C8 button at exactly the same time (also on Controller 2). You must also be sure to release the two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the B button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

TURBO START

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

TURBO RACE

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

ALBUQUERQUE CASH

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: U, C8, Left, C8, Down, C8, Right, C8, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C8, C8, C8, C8, C8, C8. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already earned Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing."
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during day time.

- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
- 4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.
- 5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice levels.
- 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL '99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y U I K—Unlocks secret "Allienopolis Park" stadium in Exhibition Mode

F R P P A P L Y R—Players are paper thin

G O T H E L I U—Players' heads, feet, hands and bats are big

A B B T N C T L O—Some players are fat, others are thin

B B N S T D S—Big baseball

G R T B L F D S T—Baseball leaves a smoking trail

Note: With the exception of the "Allienopolis Park" code, each of the above cheats can be toggled on and off at any time during game play with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper thin—Pause the game, then hold Z and press C8, C8, A, C8, A, C8, C8, C8

- Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C8, C8, A, C8, C8, C8, B, C8, C8

- Some players are fat, others are thin—Pause the game, then hold Z and press A, C8, C8, C8, C8, C8, C8, C8

- Big baseball—Pause the game, then hold Z and press C8, A, C8, C8, B, A, C8, C8

- Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C8, C8, C8, B, A, C8, C8

SATURN KADJIEE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage: just stop one ally on Leaky the bucket so he'll drain the pond and you can walk inside. Use the Back Buster menu on the lettered tiles to enter the code words as follows:

- Enter "C H E A T I O S O F O G S W I T H M A N Y A N O U S" to earn infinite lives
- Enter "C H E A T E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces

- Enter "C H E A T O T T E A D M U C C O S E M U M B O" to earn infinite Mumbo Tokens.

- Enter "C H E A T N O W O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.

- Enter "C H E A T G I V E T H E A R L O T S O F A I R" to have infinite air when underwater.

- Enter "C H E A T B A N J O E G S F O R P L E N T Y O F G E S" to earn infinite eggs.

For each code, you will hear a "Moo" sound when you enter the first five letters; if you do not hear the "Moo" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Botter's Bonus Codes

Enter Banjo's horse, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C8 button to enter the first-person camera view. Now look directly at the picture of Botter's cat. Botter will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which

you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Botter will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are six puzzles in all that you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
- Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
- Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.

- Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.

- Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.

- Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.

- Enter "N O B O N U S" to deactivate all active cheats.

NO FREAKS

Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a screen that shows the date the game was created.

First Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BODY FIGHTERS

Chew Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

- Smart bomb—A, C8, C8, Left
- Restore health—Down, Up, Right, A, B, Left, C8

- All artifacts—Up, C8, C8, Z, Up, Left
- Dancing Adam—Down, C8, Down, C8, C8

- Bad Adam—C8, C8, A, C8, C8, Left
- Tall Adam—A, B, A, C8, A, C8, A

- Short Adam—Down, C8, A, Right, Z
- Kill Adam—A, Left, C8, C8, C8

- Blouse cheat—Z, C8, C8, Left, C8
- Access all weapons—A, Right, C8, C8, A, Left

- More powerful weapons—C8, C8, Up, Z, Z, Left, C8

- Surreal Mode—C8, Up, Right, Right, C8, Left

- Change Nearest Harvester into Mutant—C8, Up, Z, C8, Right
- Fat Legged Alien—Left, A, Right, Down

BONDSMEN '64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Duck," "Slizard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

PUZZLE WORLD: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a fleshy, surreal world that's very different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Babby at the map screen, but when the game starts, you'll be playing as the character you chose.

CHOPPER ATTACK

Secret Options Menu

At the title screen—while the words "Press Start Button" are flashing—hold the Z button and press: Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, save and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER '95

Secret Options

At the character-select screen, hold the L button and press: C8, C8, C8, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kinn—Hold the L button and press B, C8, C8, C8, A
- Sumo Santa—Hold the L button and press A, C8, C8, C8, B
- Boogerman—Hold L and press Up, Right, Down, Left, Left, Left on the D-pad

EL VIENTRESQUERO'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "X" box and press the B button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R of the "X" box to cycle through the secret characters:

- Boogerman Jim—Hold the L button and press B, C8, C8, C8, C8, C8
- Sumo Santa—Hold the L button and press A, C8, C8, C8
- Boogerman—Hold the L button and press B, C8, C8, C8, B
- High Five—Hold the L button and press C8, C8, C8, B, A

Computer Controlled Characters

At the character select screen, highlight the character you'd like to see fighting, hold the L

STREET FIGHTER ALPHA 3 TOURNAMENT ACTION!

Southern Hills Golfland held its first tournament since the Japan vs. USA mega-tourney on December 19 in Stanton, California. Over 40 competitors showed up for battle with an interesting side note: Alex Valle, the U.S.A. 2nd champion, was playing in a different tournament on the East Coast. This one was definitely up for grabs of the top 16 players in the U.S., 12 of them were at this tournament! As expected, most of the top players were using Dreamcast. Southern Hills Golfland distributed videotaped matches of its last tournament—held on October 29—and custom-made Street Fighter Alpha 3 T-shirts! The action was intense, with upsets aplenty. Sunnyvale player Jason Nelson was

knocked into the loser's bracket in the second round by local player Tom Nonaka. Mike Watt suffered an early defeat to 14-year-old Amir Karimussien, who also bumped off Graham Wolfe, the second-place finisher at the Japan vs. USA tournament. Amir is now feared by many players in California. When the dust settled, the Northern California players were once again on top with Jason Cole, a Dalsheim master, ahead of them all. Special thanks to John Bailon, Cho Chang and Marc Vasquez for another incredible tournament. Information on upcoming events, contact Southern Hills Golfland at (714) 895-5613. Here's a list of the winning world warriors and the prizes they took home:

button and press A, A, A, A, C, C, C, C, C, C, B, B, A, C. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, L, C, C, C, C, C, C, C, C, C, C. Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C and B buttons; you can choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CRUISE 'N' USA

Secret Stages
At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold L + C + C + C
San Francisco (lower-right corner)—Hold L + C + C + C

Indiana Superhighway—Hold L + C + C + C
Secret Vehicles

At the "Choose Car" screen, press and hold the C, C, C, and C buttons to change the '63 Dodge, La Bomba and Desertator V8 into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scores and hold Left to make the can-veyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

DARK BIT

Light Demitron
At the title screen—when the words "PRESS START" are flashing—press Up, C, R, Right, Down, B, B, B, C to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:
Sonork—L, C, B, C, C, C, C, C, C, C, C, C, C, C, C, C
Demitron—A, B, R, L, C, C, C, C
You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C, R, Right, Down, R, R, C
Demitron's Ending—Up, C, R, Right, Down, R, R, C
Sonork's Ending—Up, C, R, Right, Down, L, L, C
Eve's Ending—Up, C, R, Right, Down, R, R, C
Eve's Ending—Up, C, R, Right, Down, R, R, C

Morphia's Ending—Up, C, R, Right, Down, R, R, B
Niko's Ending—Up, C, R, Right, Down, R, R, A
Scarlet's Ending—Up, C, R, Right, Down, L, L, C
Sonork's Ending—Up, C, R, Right, Down, L, L, C
Zemurru's Ending—Up, C, R, Right, Down, L, L, C

DEADLY ARMS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:
Gouriki—Up, Down, Down, Left, Right, Left, Right, B, A
Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumsnik

To play as Drumsnik, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant Wario's head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your character, Drumsnik will be released.

To play as T.T., you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular race by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular race, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Code

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

AMULET—Big characters
TEENYWEENIES—Small characters
JUKBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLISSERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)
WHOOOTHS—Oxplay credits (when you exit the Magic Code menu)
BYEBYBALLOONS—Disable weapons
NOYELLOSTWUFF—Disable bananas
NOBANANAS—Bananas reduce speed
VITAMIN—No limit to bananas
BOMBSAWY—All balloons are red (missiles)
TOXICOFFENOER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainment
FREEFORALL—Maximum power up (all bal-

loons give "level three" power-ups instantly)
LAPTEETHPEERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two player "Adventure" mode
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

2711 B D F W B F G V J V V B
With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features." This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage option; press Left or Right to change the name of the stage and press a C button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New GameLoad Game/Options"—press Left, Left, L, L, Right, Right, Left, Left. A new option called "Cheats" will appear, and all of the cheat functions will be "locked" until you've entered the following additional codes; these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left
• Monsters On/Off—Press L, C, Left, R, C, Right, Left, Left
• All Items On/Off—Press R, C, Right, L, C, Left, C, Right
• Level Select—Press L, L, L, C, Right, Left, Left
With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects to deactivate a specific code; just enter it again.
ANTIGRAV—Enter this code to turn the entire course upside-down
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups
BANANA—Enter this code to make the tracks extremely slippery
FIREGUNS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drones" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment
FISHEYE—Changes the in-game viewpoint to

resemble the view from a "fishy" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITRO—Gives you an infinite supply of nitro speed bursts

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into rollers

STEALTH—Makes all of the vehicles invisible

UPLYGMO—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTRIME—Increases your vehicle's top speed

XTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DAREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SAGE, NIM, SIMON, STEVE and OMR). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2004—Changes all vehicles into Wipe Out-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPIRATES—Removes all timers, gauges and counters from the screen

NEUTRON—"Tron" mode (alternate track graphics)

NITRO—Infinite Nitro boosts

ANTI-ALIASING—feature; this makes the graphics appear more "pixelated"

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYVEY—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

- 1st Place
JASON COLE, San Jose, CA
\$250 cash, GolfLand tokens, PlayStation game
- 2nd Place
ALEX WOLFE, Sunnyvale, CA
\$80 cash, GolfLand tokens, PlayStation game
- 3rd Place
JASON NELSON, Sunnyvale, CA
\$30 cash, GolfLand tokens
- 4th Place
AMIR KARIMUSSIN, Westwood, CA
GolfLand tokens



This limited edition Street Fighter Alpha 3 t-shirt was created for the GolfLand tournament and worn proudly by many of the players who competed there.

Alpha 3 players James Romyed, Graham Wolfe and Bob Painter watch the action.

now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

God Mode (Invincibility)—C8, C8, C8, C8
Clipping (walk through walls)—Press C 20 times, then C8
Walk (stage select)—C8, C8, C8, C8, C8, C8
Butcher (kill all enemies in the area)—C8, C8, C8, C8
Health (fill health)—C8, C8, C8, C8
Collect All Keys—C8, C8, C8, C8
Collect All Artifacts—C8, C8, C8, C8
Collect All Weapons—C8, C8, C8, C8
Collect Puzzle Items—C8, C8, C8, C8, C8, C8, C8, C8

GGY'S BOMBING BALLS

Secret Codes
At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. With a code in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheats Menu" option at the "Paused" menu.

CHIEF/INVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOBY/GOGOOL—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)

GOBABY—Turns you a maked-out turbo mode (30 seconds)

BTIMES—ZX Turbo Mode (turbo boosts last two as long)

NONSTOP—"Roll Mode" (constant turbo)

SWITCHON—Randomly switches the character's accessories (hats, glasses, spikes, etc.)

ROLFHARRIS—Activates the black & white "Pencil Sketch" mode

2ROKYO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"

TOO MUCH/PE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND—Level select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode
For the words "Press Start" to begin flashing on the title screen, then press C8, C8, C8, C8, C8, C8, C8, C8, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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flashing on the title screen, then press C8, C8, C8, C8, C8, C8, C8, C8, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

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Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

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(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press U, L, Up, L, Down, L, Down, L, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

Maya Tune—Hold Up and press C8
Glasius Tune—Hold Up and press C8
Tusk Tune—Hold Up and press A
Fulgore Tune—Hold Up and press C8
Orchid Tune—Hold Up and press C8
Jagade Tune—Hold Down and press B
Gargos Tune—Hold Down and press C8
T.J. Combo Tune—Hold Down and press C8
Kim Tune—Hold Down and press A
Spinal Tune—Hold Down and press C8
Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing C8; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

NOTE: BRYANT N. KIBA COURTSIDE
Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode
At any time during the game, press Right, Left, R, Z, R, START, A, START, A, START, Z on Controller 1 to return the players' heads to normal, just like the code again.

Disc Court
At any time during the game, press A, C8, Down, Up, C8, R, R, B, C8, Z on Controller 1. The stadium will change into a disc, complete with mirrored ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams
At the main menu, press C8, C8, B, R, R, C8, Up, Down, A, A, Z. Now when you start a game, the players will be tiny.

Secret Teams
At the main menu, press C8, C8, C8, C8, C8, Start, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

WACE THE DARK AGE
Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor
Enter the following code at the character-select screen:

1) Highlight Koyasha and press START.
2) Highlight the Executioner and press START.
3) Highlight Lord Deimos and press START.
4) Highlight Xao Long and press Quick (A or B in the default control configuration).

Bunny Slippers
Enter the following code at the character-select screen:

1) Highlight Ragnar and press START.
2) Highlight Dregan and press START.
3) Highlight Koyasha and press START.

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces
Enter the following code at the character-select screen:

1) Highlight Al-Rahid and press START.
2) Highlight Takeshi and press START.

3) Highlight Morduk and press START.
4) Highlight Xao Long and press START.
5) Highlight Namia and press START.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADEN FOOTBALL 64
Secret Teams
Choose "Season" from the main menu, then select "First Offense" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as sports (note that all the players on the EA Sports and Tiburon teams are 6'4" tall and are rated at 100 in all skill categories):

• Create a player named "AT MADEN" to access the All-Time Madden team.

• Create a player named "SIXTIES" to access the '60s Conference B team.

• Create a player named "SEVENTIES" to access the All-Time '70s team.

• Create a player named "EIGHTIES" to access the All-Time '80s team.

• Create a player named "HOWIE" to access the '97 Conference A team.

• Create a player named "LEI" to access the '97 Conference B team.

• Create a player named "STATS MEN" to access the All-Time Stats Leaders team.

• Create a player named "ELEK ARTS" to access the EA Sports team.

• Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums
Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

• Create a player named "SAN MATEO" to access the EA Sports stadium.

• Create a player named "MATTILAND" to access the Tiburon Sports Complex.

See the Ending
When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADEN NFL 99
Secret Codes
Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

B E S T I N F C—Unlock NFL Pro Bowl team
A F C B C P—Unlock AFC Pro Bowl team
O C M A—Unlock All-Madden team

I M T H E M A—Unlock All-Time Start Leaders team

P E A C E L O V E—Unlock All '60s team

B E L I E V E—Unlock All '70s team

S P R B W L S H U F L—Unlock All '80s team

H E R E A N D O W—Unlock All '90s team

T U R K E Y L E G—Unlock All-Time Greats team

T H R O W B A C K—Unlock NFL 75th Anniversary team

G E A R G U Y S—Unlock NFL Equipment Manager team

N E A M E B A C K—Unlock 1999 Cleveland Browns

I N T H E G A M E—Unlock EA Sports team

A M M E R H E A—Unlock Tiburon team

A S T A D I U M—Unlock EA Sports Stadium

- New costume for Nephra—L1, Q, Up, Δ, Left, Δ
- New costume for Juni—Down, Δ, Down, L2, Down, Down, Down
- New costume for Syn—Q, Q, Q, L1, R1, Q, Left
- Infinite Magic—Right, Right, Right, Left, Left, Left, Δ
- Allow dismemberment in any round—Up, Up, Right, Right, Left, Q, Q, Down
- Set characters' ending sequences instead of opening sequences—Δ, Right, Δ, Right, Δ, Δ, R2, R1, L1, L2, Δ, Δ

CART WORLD SERIES

Cheat Codes
At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:
BANTAN—No collisions with other cars
EPILEPTIC or SPACERID—Race on *Iron-style* tracks
FAT TIRE—Fat rear tires
PUSHBUTTY—With this name in place, start when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car's push in the right analog controller to activate the clutch.

CODENAME: TENKA

Access All Weapons
Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press Δ, R1, Δ, Δ, R1, Q, Δ, Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be able to equip with maximum firepower.
Stage Select
Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press Q, Q, Δ, R1, Δ, Q, Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

COLLEGE SLAM

Secret Teams
At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up, Q, Up, Down, Up, Right, Δ, You'll hear a faint "pink" sound to confirm the code. Now, when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frats" that allows you to change the Greek letters on the team insignia.

COLONY WARS: VENGEANCE

Cheat Passwords
Access the "Password" option and enter any of the following passwords exactly as they appear here:
• Enter "Demon" to access a stage-select option
• Enter "Vampire" for infinite energy
• Enter "Avalanche" for infinite Afterburner
• Enter "Chimera" for infinite Secondary weapons
• Enter "Hydra" for 99 upgrade credits
• Enter "Dark Angel" for super-cooled weapons
• Enter "Tornado" to access all weapons
• Enter "Thunderchild" to access all fighters

- Enter "Blizzard" to activate all of the above cheats
- Enter "Stormlord" to turn all active cheats off

COMMAND & CONQUER

Japanese Mode
Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.
• Enter "Secret" to activate the "Parabombs" code
At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpaue, you will have access to the feature you requested as follows:
Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Left, X, Δ, Δ
Air Strike—Right, Left, Left, Left, Down, Right, Right, Down, Left, X, Δ, Δ
Extra \$5,000—Right, Down, Down, Left, L1, Left, Right, Down, Left
Reveal Entire Map—Q, Q, Q, Up, Q, Δ, R1, Q, Q, Δ

COMMAND & CONQUER: RED ALERT

Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O) in the default control configuration) at each one. For example, to enter the "Parabombs" code, press Δ to access the sidebar, then highlight the Δ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.
• 1,000 Credits—Δ, Q, X, Δ, Δ, O
• Atom Bomb—Q, X, O, Δ, Δ, Δ
• Chronobomb—Δ, Q, Q, Δ, Δ, X
• Parabomb—Δ, X, Q, Q, X, Δ
• Revolt Entire Map—Δ, Δ, Δ, X, Δ, X
• Win Current Level—X, Δ, Δ, Q, Δ, O

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes
Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O) in the default control configuration) at each one. For example, to enter the "Parabombs" code, press Δ to access the sidebar, then highlight the Δ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.
• Invulnerability—Δ, X, Q, X, Δ, Δ
• 1,000 Credits—Δ, Q, X, Δ, Δ, O
• Atom Bomb—Q, X, O, Δ, Δ, Δ
• Chronobomb—Δ, Q, Δ, Δ, X, Q
• Parabomb—X, X, X, Q, Δ, Δ
• Reveal Entire Map—Δ, Δ, X, Q, Δ, X
• Win Current Level—Δ, Δ, X, X, X, Δ
• Lose Current Level—O, X, Q, Δ, Δ, X
• "Soylent Green" mode (harvest people in stead of ore)—Δ, X, Δ, Δ, Δ, X
• Replace generic "civilians" with real names—Δ, Q, Q, Δ, Δ

CONTRA: LEGACY OF WAR

Cheat Codes
Each of the following codes works at the main menu with the title screen in the background.
• Infinite Continues—L2, R1, L1, Left, Right, Right, Left
• Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)
• Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the

Left button and press the Weapon Select button to change weapons)
Stage Select—L2, R1, L1, R2, Left, Right, Q, Δ, R2

Sound Test—R2, R1, L1, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)
Movie Test—L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)
Hidden "Gyros" Game—L2, L1, Left, Right, R1, R2
Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

COOL BOARDERS 3

Cheat Passwords
Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press X repeatedly to return to the main menu to get the benefits of these cheat codes in any game mode.
OPEN E_M—Unlock all characters
WON IT ALL—Unlock all courses
BIG HEADS—All characters have big heads
Gyros Start—To activate the big heads once a race is in progress)

COURIER CRISIS

Secret Character
Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGLEARS" to play a big monkey on "XIFFITYNO" to play as an alien.

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected:
ΔΔΔΔXΔΔΔ
ΔΔΔΔXΔΔΔ
ΔΔΔΔXΔΔΔ

CRASH BANDICOOT 2

CORTES STRIKES BACK
10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear Hit" stage in the second level. When you see the bear, hold him the other five times in a row, you'll get ten extra lives.
Secret Levels

To access Level 26: Totally Bear, ride the bear in Level 15. Un-Bearable until you get the town off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying silky creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of prehistoric creatures who fly up into the air as you pass. If you jump into the clutches of the second prehistoric, it will carry you to the top-secret Level 32: Eggicus Rex.

CRITICAL DEPTH

Cheat Codes
These codes should be entered quickly during gameplay:
• Invincibility—L1, R1, L1, R1, Up, Down, Left, Right
• Mines—Hold R2 and press Right, Left, Up
• Quad Damage—R1, R2, R1, R2, Up, Down, Up, Down
• Drop Pods—L1, R1, L1, R1, Up, Down, Left, Up
• Surface Mine—Hold R2 and press Right, Left, Down
• Sun Blast—Hold R2 and press Right, Left, Up
• Infinite Weapons—L1, R1, L1, R1, Up, Down, Left, Down

CROC: LEGEND OF THE GOBBOS

Password
Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:
L L L L R R L L D L U R

DARKSTALKERS 3

Play as Soul Stealer
In Arcade mode, highlight the "T" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2
In Arcade mode, highlight the "T" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Falbain
At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon
At the character-select screen, highlight Bishamon, hold the SELECT button and press any button.

DESCENT

Cheat Codes
Each of the following codes can be entered at any time during gameplay—when the game is paused. Some of the codes can be deactivated by entering the same code again.
Turbo Mode—Press Δ, Δ, Δ, Q, X, Δ, Q, Δ, X
Shield Recharge—Press Δ, Δ, X, Δ, Δ, Q, Δ, X, Δ, X, Δ, X

RESIDENT EVIL 2 ORIGINAL SOUNDTRACK

Capcom hired a new sound team for *Resident Evil 2* to bring a more cinematic feel to the game. You can really tell the difference when you compare the original *Resident Evil* soundtrack with the new one. This CD has a lot more composition and structure as opposed to the meandering ambient feel of the first game. You'll recognize a lot of your favorite moments, like the opening theme on track 3; you can almost hear Wesker's voice as he explains the past events in a suburban mansion. Tracks 10 to 12 are all-center around R.P.D. and they bring up some of the creepiest moments. The sound team used real sounds from modern horror movies rather than standard video game samples to accomplish a pure cinematic feel. This CD definitely stands out on its own as a pure listening experience. Highly recommended! From Viz Communications.



Bright Display—Press Δ , \square , \circ , \square , \square , \times , Δ , \square , \square , \times , Δ .
Invincibility—Press Δ , \square , \circ , \square , \square , \times , Δ , \square , \square , \times , Δ .
Access All Keys—Press \times , \square , \circ , \square , \square , \times , Δ , \square , \square , \times , Δ .
Access All Weapons—Press Δ , \square , \circ , \square , \square , \times , Δ , \square , \square , \times , Δ .
Stage Select/Extra Difficulty Levels
 Enter the following code during gameplay (not while paused): Δ , \square , \square , \square , \square , \square , \square , \square , \square , \square . The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DECEASED MAXIMUM

Cheat Codes
 Enter the following codes during gameplay (not while paused):
 All Weapons, Energy and Shields— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 All Keys— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Invincibility— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Cloak— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Full Shields— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Go Wingnut— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Turbo— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Extra Life— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Robots Move Fast, but Fire Slow— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Colors— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 More Colors— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 All Keys and Open All Levels— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 All Accessories— Δ , \square , \circ , \square , \square , \square , \square , \square , \square , \square , \square , \square .
DE HARD TRIOLOGY

Die Hard Cheats
 Each of the following codes works in the "Die Hard" portion of the game:
 Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down, \square .
 Stick Man Mode—Press START to pause, then hold the R2 button and press Δ ten times, then Right four times.
 Silly Mode—Press START to pause, then hold the R2 button and press Down, \square , \circ , Down, Δ .
Die Harder Cheats
 Each of the following codes works in the "Die Harder" portion of the game:
 Invincibility—Press START to pause, then hold the R2 button and press Down, Δ , Right, \square . Your health will go down, but you won't die when it's gone.
 Fergus Mode—Press START to pause, then hold the R2 button and press \circ , Down, Down, \square , \square . Now all of the characters in the game will have the size of Fergus McGovern, the head of Pro Entertainment, which is the company that developed the game.

Die Hard With a Vengeance Cheats
 Each of the following codes works in the "Die Hard With a Vengeance" part of the game:
 Big Cars—Press START to pause, then hold the R2 button and press Left, Δ , Right, Down.
 Chase View—Press START to pause, then hold the R2 button and press Down, \circ , Down, \square . This adds a new camera angle to the available options.
DOOM

Cheat Codes
 Each of the following cheats must be entered while the game is paused:
 Map All Lines On— Δ , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Map All Things On— Δ , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 Lots of Goodies!— Δ , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square .
 All Powerful Mode On (Invincibility)—Down, Left, \square , Right, Left, Left, \square .
 X-Ray Vision—Left, Right, Left, Right, Δ , X Right Level Warp—Right, Left, Right, Left, Δ , \square , X.

DUKE NUKEM: TIME TO KILL

Cheat Codes
 Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L2, Up, Down, Up, Down, SELECT, SELECT.
 Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Up.
 All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.
 Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT.
 All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2.
 All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

DYNASTY WARRIORS

Secret Character Sun Shang Xiang
 At the main menu—the one that says "1P Battle, Versus," etc.—press Left, Left, Up, Down, \square , L1, R1. You'll hear a sound to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces.

FELONY 11-99

Access All Cars & Tracks
 At the main menu—the one that says "Start/Track/Trial/Select," etc.—enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap L2, then L2, then R1 + Δ , you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

THE FIFTH ELEMENT

Cheat Menu
 At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE

Cheat Mode
 Cheat Code—At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + Δ . After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invincibility options at the top of the screen.

FINAL DODGE

Cheat Codes
 All of the cheat codes listed above for Doom will work with Final Dodge.

FORSAKEN

Secret Cheat Menu
 At the main menu, highlight "Options" and press Left, Right, Left, Right, Next, press X to access the Game Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select
 During gameplay, press START to pause, then press Right, \square , Δ , Left, R1, L1, R1, L1, \square . When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
 During gameplay, press START to pause, then press Right, \square , Δ , Left, \square , Δ , X.

G-DARWIN

Unleash All Moves
 Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the moves will be unlocked.

G-POLICE

Infinite Shields
 At the "Mission Brief" screen, hold L1 + R2 + \square and press Left on the D pad.
Unlimited Ammo
 At the weapon select screen, hold R1 + L2 + \circ and press Left on the D pad.

GEX: ENTER THE GECO

Invincibility
 During the game, press START to pause, then hold the L2 button and press Left, Right, Δ , Down, Right, Left.
Infinite Lives
 During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right, Δ , Down.
Random Speech
 During the game, press START to pause, then hold the L2 button and press Left, Left, Δ , Down, Down. When you unpause, you can press SELECT at any time to make Gex say a random one-liner.

Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Δ , X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the \square button to see your best times for each level.

Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Δ , X. When you unpause, press SELECT to call up a stage select menu. Highlight the top option (Level Select Menu 1, "2" or "3") and press Left or X to go to the next of three different menus.

Debug Menu

When you're on the Media Dimension map, press START to pause, then hold the L2 button and press Right, Right, Left, Right, Δ , Down, Right, Right, Δ , Right, Left, Δ , X. When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

GHOST IN THE SHELL

Stage Select
 At the main menu, press R2, R1, \square , L1, Up, Down, \square , L2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes
 Press \square at the character-select screen to change a character's name to one of the following cheat names: when the game starts, you'll get the following effects:
 • Enter the name "W E Y E H Y" to start with \$999,990 points.
 • Enter "E A T T H I S" to max out your "Wanted" level.
 • Enter "I M A T T I T" to unlock all missions and start with 39 lives, all weapons, infinite ammo and all items.

GUILTY GEAR

Extra Difficulty Level
 At the PlayStation logo screen, hold \square + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "How Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice
 To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
 To fight against Baiken, you must beat the game using Soli or Ky without continuing. You must lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

GUNSHP

Invincibility
 Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold

them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper-left corner. Now you can't be shot down, but you can still crash into mountains.

HEART OF DARKNESS

Cheat Mode
 Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu. In the treasurehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

HERCULES ACTION GAME

Perseus
 The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa.
 The Centaur's Forest—Centaur, Hercules head, Minotaur Archer.
 The Big Olive—Centaur, Shield, Hydra, Hercules head.
 The Hydra Canyon—Shield, Helmet, Shield, Soldier.
 Medusa's Lair—Archer, Pegasus, Archer, Centaur.
 Cyclops Attack—Helmet, Pegasus, Hercules head, Archer.
 Titan Fight—Soldier, Shield, Shield, Lightning.
 Passageway of Eternal Forming—Medusa, Soldier, Centaur, Pegasus.
 Vortex of Souls—Soldier, Lightning, Soldier, Centaur.
Watch All Full Motion Video Scenes
 Access the pause/menu option screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to go to the next clip or press START to exit.

HOT SHOTS GOLF

All Access Code
 First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then at soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops fading. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Minor Courses
 At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.
Minor Characters
 At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

IN THE HUNT

Stage Select
 At the title screen menu, highlight "Stars," hold the D-pad in the Up/Left position, hold SELECT and press the \circ button. A stage-select menu will appear at the top of the screen. Colors at the top of the stage; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice
 To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
 To fight against Baiken, you must beat the game using Soli or Ky without continuing. You must lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

INTELLIGENT QUBE

Practice Stages
 Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a non-interactive demo, you can now control the action in these demo scenarios. Use the third and "Demo" options to practice the 5th and Final Stages.



MORTAL KOMBAT 3

Secret Cheat Menu

During the opening demo, quickly press X, O, Δ, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press **START**, when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Code. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character select screen after you choose your fighter. With "Random Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Code: **3, Skull, 2, 2, 1, 3** as follows:

- Player 1: Press Low Punch three times and Low Kick twice
- Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options," highlight "VS. Screen Enabled" and hold **Rn** + **Block**. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequences after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Nohob Salbot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

- 1) Highlight the "Hidden" bar at the bottom of the screen, press **Block** and continue to hold it down.
- 2) To play as Goro, move the invisible cursor up to Shinnok; you'll have to listen to hear the cursor moving around so you'll know where it is; press **Rn** and continue to hold it down.
- 3) To play as Nohob Salbot, move the invisible cursor to Reiko, press **Block** and continue to hold it down.
- 3) Continue to hold **Block** + **Rn** until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "6 T I R B R Y" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D V T" to see the credits from the end of the game
- Enter "R C K M N D" to see a demo of the rock boss exploding
- Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D O
Prison Stage—R G T K C S
Water Stage—V Z R K M D
Fire Stage—Y P P H D
Bridge of Immortality—Q T F L V N
Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 button when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now hold the **Up** button longer; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Gorgeon, Reptile, Rain, Ermac, etc.). Before the fight starts, hold

Rn + **Block** + **High Punch** + **High Kick** and hold the **D** pad away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configures" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unobtainable "Secret" menu at the options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," and "Low Damage."

MOTOR TOON GRAND PRIX

Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press **X** or **O**. Instead of loading videos from the memory card, you'll see 20 "Team Select" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press **X** or **O** during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video...," hold the **R1** button and press **X** or **O**. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team Select" videos made by the game's creators.

Extra Options

At the main menu, highlight "Options," hold **L1** + **L2** + **R1** + **R2** and press **X**. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NZO NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

- X X X X X Δ Δ—Infinite Firewalls
- O X X X X Δ Δ—Infinite weapons
- O X X Δ X X Δ—Infinite lives
- O X X Δ X X Δ—Access any level
- Q Q Q Q Δ Δ Δ—Bonus level access
- X X X Δ O X Δ—Enable fifth ship (Speeder)
- O X Δ Δ Δ Δ Δ—Activate "Water" effect
- Δ X Δ O X Δ X—Bonuses don't reset when you die

NAMCO MUSEUM VOL. 4

Secret Video Scene

Turn on the Playstation and hold **L1** + **R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on Genpei Tokaido (a.k.a. The Genji and the Heike Clan).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves off the wall behind the door; you'll see a ghost hiding there. Press **X** to chase him away, then press **X** at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press Δ to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press Δ to look up at the top of the trees).
- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press **X** to jump.

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left; the one that says, "X's Room." Once inside, hold **L1** + **R1** + **Δ** and press **Up** on the **D** pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press **X**, the will turn on the secret game in that room; it's an Assault Plus machine.

The Genji and the Heike Clan Stage: It's the Genji and the Heike Clan Stage and press the Δ button to access the options window. Highlight "Test" and press **X**; then,

when the test screen appears, press Δ to open the test screen options window. Highlight "DipsW" and press **X**, then press **Right** twelve times. Then press **Up** to turn on switch 1 and "Fight" bar. Press **X** to confirm, then highlight "Game P" and press the **X** button. Start the game; after Andaba tells you that "You shall have the protection of the priest" (which means a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you choose a number from 1 to 36, press **X** to warp there.

NANOTEK WARRIOR

Cheat Codes

To pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—SELECT, O, Right, Up, L1, L1, X
- Warp Speed Boost—O, O, O, Δ, Δ, Δ, X, X
- Stop Ship—Δ, Left, Δ, Right, Δ, Up, L1, X
- Start With this code in place, you can stop your vehicle's forward progress at any time by holding the Δ button twice.
- First Person Viewpoint—Δ, O, Δ, Δ, Δ, SELECT, START
- Randomize Level Curves—O, SELECT, Left, Down, Up, X
- Passwords
Level 2—O X X X X Δ Δ Δ Δ
Level 3—O X X X X Δ Δ Δ Δ
Level 4—O X X X X Δ Δ Δ Δ
Level 5—O X X X X Δ Δ Δ Δ
Level 6—X X X X X Δ Δ Δ Δ
Bonus Level 2—O X X X X Δ Δ Δ Δ
Level 7—X X X X X Δ Δ Δ Δ
Level 8—X X X X X Δ Δ Δ Δ
Level 1 with upgraded Nanotek ship—X X X O X X X X

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS," then press **START**. With this code in place, you can now return to the main menu and choose any password mode. When you reach the "Race Location" menu, you'll find a new, secret password called "Lost Vegas."

"Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold **L1** + **R1** while the "Rally Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs."

Secret Car Horn

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1** + **R1**; now you can choose the top-secret "Warrior" car, a futuristic, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1** + **R1** and you'll see the words "Arcade Mode" appear. Select the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a full-on simulation.

Head-to-Head mode

Choose the Head-to-Head mode in the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting the opponent's vehicle, press and hold **L1**, **O**, and diagonally up-left on the **D** pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles

At the "Load Game" screen appear before a race—with the code map on the screen—press and hold **L1** + **R2** + **Δ** + **O**. Do not release the buttons until your car appears on the track. Now press the Δ button to cycle through the different camera angles; you'll find that there are now nine different camera

settings instead of the usual four.

Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

- Access Ford Indigo car—L I Z I P
- Access Monolithic Studios track—S H O T E
- Upgrade all cars to Pioneer engines—P O W R

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above), because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

- Army Truck—A R M Y M E
- Volkswagen Beetle—B E E T E M E
- BMW—B M M E
- Mercedes Benz—B N Z M E
- Volkswagen Bug—B U G M E
- School Bus—B U S M E
- Citroen—C I T M E
- Shipping Crate—C R A T M E
- Rock-up Truck—J E P M E
- Landriolite—L C M E
- Stretch Limousine—L I M O S M E
- Loag—L O G M E
- Mazda Miata—M A Z T M E
- Newsstand—S D A M E
- Luxury Sedan—Q U A T M E
- Mini Truck—S E M I M E
- Army Truck II—S N O W M E
- Newsstand—S D A M E
- Covered Newsstand—S T D B M E
- Souvenir Stand—S T D C M E
- Monolithic Studios Tram—T R A M M E
- Tyranosaurus Rex—T R E X M E
- Van—V A N M E
- Volvo Station Wagon—V O V M E
- Covered Wagon—W A G O M E
- Jeep Wrangler—W J M E

To give players a "strong" vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y U", then start the game.

NEED FOR SPEED: HOT PURSUIT

Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" section and enter one of the following cheat codes as your user name to unlock different features:

- Empire City Hidden Track—M C T Y Z
- AutroCross Hidden Track—X C N T R Y
- Canvans Hidden Track—X C A B
- The Room Hidden Track—P L A Y M
- Scorpio 7 Hidden Track—G L O S H
- Space Race Hidden Track—M B R A M
- Activate Jaguar XJR-15—J L A G X
- Activate Mercedes-Benz CLK63—A M G M R C
- Activate Lotus—R O C K E T
- Call car and bonus tracks (not hidden tracks)—S P O I L

All Camera Views—S E A L L

Speed and Language Codes
At the "Game Setup" screen, select the Game Setup, Track, Player Car, and Opponents screens as usual. Once you arrive at the final Race Screen, press the **START** button. Immediately after pressing **START**, let the vehicle select the appropriate button combination (i.e., **Up** + **R1** + **R2**). You must keep these buttons held order until the loading screen appears in order for the code to work.

- Slow the game down by 20%—U + X + Δ
- Cops Speak With Different Accent—U + R + L2

Cops Speak in German—U + R2 + L1

Cops Speak in Spanish—Down + R2 + L1

Cops Speak in Italian—Left + R2 + L1

Cops Speak in French—Right + R2 + L1

NEED FOR SPEED: RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infomages logo begin to fade, press the **START** button. The code will then appear. **Up**, then immediately hold the Δ button and press **O**. You should see the words "LOCK OFF" in green letters, right in the middle of the screen. The Δ button to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK

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ADVENTURE ISLAND

Stage Select

At the title screen, after Higgins gets hit by the coconut, press **Right**, **Left**, **Right**, **Left**, **A**, **B**, **A** to access a stage select menu.

Power-Ups

At the title screen, enter 0894 as your password. You will have 99 of each item.

Avalanche course

Hard Mode

At the title screen, push **Up**, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

DAVID ARINA TOSHINDEN

Text Display Mode

When the Takara logo appears at the start of the game, press **B**, **A**, **Left**, **Right**, **B**, **A**, **Down**, **Up**, **A**. You'll hear a signal to confirm the code; now you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up**, **Down**, **A**, **B**, **Right**, **Left**, **A**. You'll hear a signal to confirm the code; now when you start the game you'll have four additional characters to choose from: the bosses Uranus, Sh, Gaia and Gail II.

BATTLE UNIFORM ZERO

Stage Select / Invincibility

At the title screen, hold **Down** on the **D** pad and press **A** & **B** simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many times you hear, e.g., if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLESTONES IN RAGNAROK'S WORLD

Five Extra Tapes

At the title screen, hold **Down**, **A**, **B**, then press **START**. You'll start the game with five lives instead of three.

BLADES OF FIRE

Sound Test

At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **A**, **START**.

BOOMER'S ADVENTURE IN ASHIK WORLD

Stage Select

Enter the password **ANCIENT** to access a stage select menu.

BUBBLE BOBBLE PART 2

Stage Select

Enter **B** > **Up** > **A** as your password, then press the **START** button. A stage select menu will appear on the title screen.

CANDLE'S CASTLE IN REMINGTON'S REVENGE

Start with 9 Lives

Enter the password **Candle**, **Candle**, **Heart**, **Heart**.

Hard Mode

Enter the password **Blank**, **Eyeball**, **Blank**, **Eyeball**.

Sound Test

Enter the password **Heart**, **Heart**, **Heart**, **Heart**.

CHASE H.Q.

Stage Select

At the title screen, hold **Down**, **A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

CONTROL: THE ALIEN WARS

Stage Skip

Enter the password **H2F2**, then start the game. When you want to skip a stage, press **START**, instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS

Stage Select

Enter the password **"ZEAL"** to access a stage select menu.

DONKEY KONG LAND II

47 Kremlins

At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the **D** pad and press **A**, **B**, **A**, **B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremlins, enough to pay off Klubb and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords

Stage 2—**B** **C** **D** **L** **S**
Stage 3—**D** **C** **L** **T** **S** **B**
Stage 4—**L** **C** **T** **S** **B**
Stage 5—**C** **B** **L** **S** **T**
Stage 6—**T** **S** **D** **C** **C**
Stage 7—**S** **D** **C** **T** **S**
Stage 8—**V** **D** **V** **S** **C**

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT** + **START** + **B** and hold all three buttons down for about three seconds. When you release the buttons a sound test menu will appear.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT** + **B** and press **START**.

GAME 5 WATCH GALLERY

Reset Carded Memory

At the title screen, don't press **Up**, **Down**, **Down**, **Left**, **Right**, **Right**. If you do, you'll lose all of your high scores and saved mile stones.

GAME BOY CAMERA

Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "7" option will appear between the **Ball** and **DIT** items; shoot this object to play a secret game called *Rumi Run!* If you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option: instead of the dancing man, you can now see the real credits sequence.

Secret Photos

To reveal the secret "7" photos in Album B, you must perform the following tasks (check the **Hi** score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol σ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ϕ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.

- Page B3, photo 7—Get a score of 3,000 points or more in the Space Fever II game.
- Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II game.
- Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II game.
- Page B4, photo 2—Get a score of 500 points or more in the Ball game.

- Page B4, photo 3—Get a score of 700 points or more in the Ball game.
- Page B4, photo 4—Get a score of 1,000 points or more in the Ball game.

- Page B4, photo 5—Get a time of 17 seconds or less in the Space Fever II game.
- Page B4, photo 6—Get a time of 16 seconds or less in the Rumi Run! game.

Secret D Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap **Right** on the **D**-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
 - If you highlight "SE" and hold the **D**-pad diagonally in the **UpRight** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **DownRight**, the music will change to a lower key.
 - If you highlight "Tempo" and hold **Left** on the **D**-pad, the music will play in reverse.
- Print DJ Music
First, connect your Game Boy to the Game

Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Triple A" synthesis screen, make sure the "Sound F" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long page of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer needs to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Rip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally. If you release the **A** button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER

Secret Message

Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GAME GENIE

Flip Characters

At the code screen, press **A**, **Left**, **Left**, **Right**, **B**. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

Secret Messages

Enter secret messages from the Game Genie designers, enter any of the following codes at the code screen:

- **Up**, **Down**, **Left**, **Right**
- **Right**, **Up**, **Down**, **Left**, **Up**, **Down**, **Left**, **Right**, **Down**, **Up**
- **A**, **A**, **A**, **B**, **B**, **START**
- **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**
- **A**, **B**, **A**, **A**, **SELECT**
- **B**, **A**, **Left**, **Right**, **SELECT**
- **Up**, **Up**, **A**, **B**, **A**, **Down**, **Down**

GEX: ENTER THE GEXO

Password

Choose "Password" from the main menu and enter the following code:

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the **D**-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

THE MIMI FOR RED DOCTOR

Stage Select

At the title screen, press **B**, **START**, **Left**, **Right**, **START** to access a "Selecting World" menu.

Start With 25 Muscles

At the map screen, while your course is being shown, hold **A** + **B** and press **Up**, **Down** to start that stage with 25 muscles.

Start With 25 Sals

At the map screen, while your course is being shown, hold **A** + **B** and press **SELECT**, **Up**, **Down** to start that stage with extra sub-mirines.

JAMES BOND 007

Mini Games

To play three different card games, choose a blank card from the **Player Select** screen. When the "Your Name" entry screen appears, enter "BACK" to play Blackjack, "BACC" to play Baccarat or "REDO" to play Red Dog.

JUDGE DREDD

Stage Select

At the title screen, press **A**, **Left**, **Right**, **Left**, **B**, then press **START**. A stage select menu will appear.

THE JUNGLE BOOK

Chart Menu

Press **SELECT** to access the options menu, then highlight the **Music/Effects** test and listen to the following sounds on 40, 30, 20, 19, 18, 17, and 15. A top-secret chart menu will appear.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex appears on his mouth, press **Up**, **Down**, **Left**, **Up**, **Down**, **Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **SELECT**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the **D**-pad and quickly press **SELECT**, **START**, **B**, **A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.

If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.

If you hold **A** + **B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

THE LEGEND OF ZELDA LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang. Before the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

LOCK 'N' CHASE

Extra Mode

When the word "START" appears at the title screen, press **A**, **B**, **A**, **B**, **A**, **B**; you'll hear a signal to confirm and the word "Extra" will appear in the corner of the screen. Press **START** and you'll begin the game at Stage 7-1.

MIMI IN BLACK: THE SERIES

Access Codes

Manhattan—7 1 0
Sewer—1 8 0
Aerodrome—3 0 9
Rooftops—2 7 0
Forest—31 0 7
Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 1 0; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the **D**-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 0; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the **SELECT** and **A** buttons as

AUTUMN QUEST

Secret Side Quests

• After you defeat Valerian the vampire—but before you go to the cave to get Grizz-Gard southwest of Solace and walk around to the other side of the mountain. You'll find a cave just south of Gade; inside is a woman with a witch's hat who will tell you about her long-lost husband. Next, go back to Gargil, inside one of the houses, you'll find a man who talks about the pendant he's wearing; keep talking to him until he repeats himself, then return to the woman in the cave and talk to her. Finally, head back to the man in Gargil when you talk to him, you'll be sent back to the cave where he will be reunited with his wife.

• After the King of Gade tells you to go to Chorlora and Agnus, go to Mycent Instead and head north, past the Graveyard and explore the area beyond the graveyard and you'll find what appears to be an abandoned town; it won't be visible from the outside. In the north end of the town, you'll meet Olivia, but you must fight a huge robot called Iron Giant. Once you've defeated him, take Olivia back to Mycent for a valuable prize: You'll get a Quest Pass which gives you a 20% discount at all of the shops for the rest of the game.

• After you complete the four towers—but before you enter Fargasta Tower—go to the town of Solace and enter the temple there. Speak to Less and she will ask you to spend the night; you should agree. During the night, you'll find everyone searching for Ekaz; you'll find her at the entrance to the town.

BATTLE MONSTERS

Battlefield Select

In *Nx*, mode, choose your character with the A or C button and continue to hold the bottom down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKBET

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press A, X, Y, A, Down, Down. You'll hear a voice say, "The is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press A, X, Y, A, Down, Down. When you unpauses, your fuel and weaponry will be maxed out.

Invincibility
Also at the title screen—while the words "Press Start Button" are flashing—press and hold A, then B, then C, then release C, then B, then A, then press B, A, B, Y, then hold X, press Up, press and hold Down and release X. You'll hear a voice say, "You are on the wrong team." Now start the game and you'll find that your helicopter is invincible.

Stage Skip
Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then B, then A, then Up, then Up, then release A, then C, then L, then Up, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold A, B, C and Up and press L. Skip back one level: Hold X, Y, Z and Up and press L.

BURNING RANGERS

Secret Characters

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system released by Burning Rangers music:

Play as Shou, Mission 1—G2SH0U2JKY
Play as Shou, Mission 2—G2SH0U2JKY
Play as Shou, Mission 3—G2GF5SH0U
Play as Tills, Mission 1—N3M3TILL55
Play as Tills, Mission 2—B3TILL52D
Play as Tills, Mission 3—S3TILL52D
Play as Lead Phoenix, Mission 1—G5ALEAD
2ZU
Play as Lead Phoenix, Mission 2—5LEAD4
XGA
Play as Lead Phoenix, Mission 3—2LEAD6
HUY
Play as Big Landman, Mission 1—3B1G2BP
LCK
Play as Big Landman, Mission 2—V2S1B1G
PGW

Play as Big Landman, Mission 3—3B1G2BJO
JYS

Play as Chris Part, Mission 1—D3CHR15
SH
Play as Chris Part, Mission 2—K3CHR15A
AS
Play as Chris Part, Mission 3—G4DG2CHRI
5S
Play as Kie Klein, Mission 1—K3B1RIASKF
Play as Kie Klein, Mission 2—H2L2IRIA5D
Play as Kie Klein, Mission 3—G4K3IRIA2
Movie Passwords

Enter any of the following special passwords to see the different video sequences from the game:

MOVIE TEST A
MOVIE TEST B
MOVIE TEST C
MOVIE TEST D
MOVIE TEST E
MOVIE TEST F
MOVIE TEST G
MOVIE TEST H
MOVIE TEST I
Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the password "NAXIXTST". When the menu appears, press C to change the group of voice samples, press Up or Down to change the sample number, and Left and Right to skip ten samples at a time—and press B to hear each sample.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Left, Up, B, Up, Down, Up, Right, C. You'll hear a faint "palm" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wade Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Trf" that allows you to change the letters on the team insignia.

VS. Screen Cheats
Choose a "Head-to-Head" game and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...," enter one of the following cheats:

Hands Left—C, B, Up
Max. Power—C, Down, C, Right
Power-Up Goaldrawing—Down, Down, Up
Power-Up Fire—Left, Right, Left, Up, Down, Down
Power-Up Turbo—Down, C, Left, Down, Up
Power-Up Offense—Right, Up, Down, Down
Power-Up 3Pointers—Up, Up, C, C
Power-Up Dunks—Down, Up, Down, Up, Down, Up
Power-Up Push—Up, C, Up, B, Up, Up
Push opponent and both fall—Up, Left, Left
Push an opponent and only his teammate falls—Down, C, Down, C
Teleport Pass—Right, Right, Right, Up, Up, High Shot, Up, Up, Up, Up, Down
Speed-Up—Right, Right, Right, Right, Left
Play shot percentage—Up, Up, B, B
Whirlwind—Up, Right, Down, Right, Up, Down, Down

CRIMINAL MINDS

Power-Up Codes

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpauses, you will have access to the feature you requested as follows:

Nuclear Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
In Cam Cam—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
Air Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
Play 15,000—Right, Left, A, B, C, Z, Y, X, Right, Left
Reveal Entire Map—Up, Down, Right, Left, A, Up, Down, Right, Left, A

CRIMINAL MINDS

Secret Characters

Choose the computer chip icon from the main menu, then select "Load" and access the "Passwords" option. Enter the password "SAVAGEAPE" to play as a big monkey or

"KFFTYONEX" to play as an alien.

CRIMINAL MINDS

Weapon Codes

At any time during the game, press START to pause, then press Left, Left, Right, Right, Left, Right, Left, Right. When you press START to pause, all of the polygonal graphics will change to wireframes on a black background.

Stage Passwords
Level 1—FLC1FCGKJ
Level 2—FLC1FCCKJ
Level 3—FLC1FCOKJ
Level 4—FLC1FCCKJ
Level 5—FLC1FCGKJ
Level 6—FLC1FCCKJ
Level 7—FLC1FCOKJ
Level 8—FLC1FCCKJ
Level 9—FLC1FCGKJ
Level 10—FLC1FCCKJ
Level 11—FLC1FCOKJ
Level 12—FLC1FCCKJ
Level 13—FLC1FCGKJ
Level 14—FLC1FCCKJ
Level 15—FLC1FCOKJ

CRIMINAL MINDS

Stage Select

When the "Identity Player" screen comes up at the start of the game, choose "New Player" and enter "JAW" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Time Travel
At any time during the game, hold L + Y and press X to rotate the screen 30° from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its side—while it is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

CRIMINAL MINDS

CRIMINAL MINDS

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold X + Y + Z, after a few seconds, the words "Enter Password" will appear. Now press Left, Left, Left, Down, Left, Right, Left, Left, Right, Down, Left, Up, Right; you'll start the game with all stages unlocked and all Gobos and puzzle pieces collected.

CRIMINAL MINDS

Passwords

Ship—YX YX A B Y X X A
Graveyard—Y Y X A B X X A
City—B Y X Y A B A X A
Day of the Dead—Y X X A B Y X X A
Second Coming—B—B B B X X A Y A
Judith's Tower—B Y X A B Y X A
Borderlands—B B B B X X A Y A
Finale—Y X X A B Y X A B

CRIMINAL MINDS

CRIMINAL MINDS

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L O S R" (the second character is a zero.) You'll get a message that says "Invalid Password" but the cheat will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B to refill your health and energy or X + Z for extra code to see a list of the items and all of the weapons with ammo.

CRIMINAL MINDS

"Mama's Boy" Passwords

Mission 5—D3D5
Mission 10—S3ZG
Mission 15—F3M4
Secret "Realtime" Mission—L R N
"Weekend Warrior" Passwords
Mission 5—D3D5
Mission 10—S3ZG
Mission 15—F3M4
Secret "Realtime" Mission—M R T N
Secret "Cannon" Passwords
Mission 5—W3D5
Mission 10—S3ZG
Mission 15—F3M4
Secret "Realtime" Mission—N R T N
"No Remorse" Passwords
Mission 5—X3D5
Mission 10—S3ZG
Mission 15—F3M4
Secret "Realtime" Mission—P R T N

CRIMINAL MINDS

Dark Savior

Keyboard Sound Test
During the "Sound Test" from the main menu, when the sound test screen appears, press X,

Y, Z. A keyboard will appear at the bottom of the screen; you can watch the keys light up as the music plays.

CRIMINAL MINDS

Pause/Resume

During the game, press START to pause, then press X, Z, X, Y, Z, X, Y, Z, X, Y. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" on, enter the same code again.

All Weapons + Items
During the game, press START to pause, then press X, Z, X, Y, Z, X, Y, Z, X, Y. All of the game's weapons and items will be in your inventory.

Stage Select
At the main menu—the one that says "New Game/Load Game" etc.—press X, Y, Z, X, Y, Z, X, Y, Z, X, Y. This code will enter the "Select Zone" menu. You'll see the words "Choose Stage/Start On" appear at the bottom of the screen. Choose "New Game"; the stage select menu will appear after you choose a difficulty level.

No Monsters
At the "Select Skill" menu, press Z, Z, X, X, Y, X, X, Z. This code must be entered quickly. A new difficulty level called "No Monsters" will appear; can you guess what happens when you choose it?

CRIMINAL MINDS

CRIMINAL MINDS

Press START to pause the game at any time during play, then enter one of the following codes and unpauses to activate the cheat:

- Refill Energy—Left, A, Z, Y, Down, A, Y, Down
- Refill Ammo—A, Z, Y, Down, Right, Left, X, C
- Nine Extra Lives—Y, A, Right, Down, Down, A, Left, Right
- Mega Plasma Gun—C, A, Right, Right, Up, Down, Left
- 3-Finger Gun—Down, A, C, Right, Right, Up, Down, Left
- Barn Blaster—Y, A, X, Up, Right, Left, Up, Homing Missile Gun—Y, A, Up, X, C, Left, Y, Down

CRIMINAL MINDS

CRIMINAL MINDS

Hyper Mode
Fight your way through Survival Mode, winning at least two fights in the three-minute trial, at least six fights in the seven-minute trial, and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Infinite Health + Stage Select
After playing 500 games, go into the Options Plus menu and you'll find three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.

Play as the AM Palm Tree
Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course 1; you'll be playing as the palm tree.

Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll find the palm tree.

Simply turn the Saturn on with Fighters Megami inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight the "Mama's Boy" character select screen and press X. The character's moves are almost identical to Sam's.

Afterburner Cameo
When fighting in two-player mode, if the B. Mahler stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's *Afterburner* megastage should fly over the ring.

CRIMINAL MINDS

Box Code

Hold the "Y" button at the main menu, then press and hold L and R and Y on both controllers. While holding those six buttons down, press START on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Bonus, Y, Cape, Rowne and Fiddler.

CRIMINAL MINDS

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the Japanese system seems to recognize an import disc as a CD-ROM and the game will not



LAUNCH

Stage select
At the Options screen quickly enter **L, R, START, SELECT, X, Y, A, and B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press Left or Right on Controller 1 to select stages.

CYBERBATOR

Extra Continues
At the title screen, highlight the word "Options" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

DIDDI'S CREST

Ultimate Gargoyle Password
QFFF KNRD DDLR XGTQ

DONKEY KONG COUNTRY

50 Lives
Highlight "Erase Game" and enter the code **A, R, R, A, L (BARRAL)**. You'll hear a chime. **Music Test**
Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y (DARBY DAY)**. You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

Two Player Competition
Highlight "Erase Game" and enter the code **A, Down, B, Up, Down, Down, Y (BAD BUDY)**. You'll hear a chime. You can steal the character control from your partner at any time during the game.
Practice Bonus Rounds
Enter **Down, Y, Down, Down, Y (DYDDY)** during the game's intro.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Music Test
At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times. The **Music Test** will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.

Cheat Mode
Access the **Music Test** as described above, then press **Down** very quickly five more times. A top-secret **Cheat Mode** option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

"YA SAD LAD"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**; you'll hear a tone and a monkey note to confirm the code. Now you'll start the game with 50 lives.
"BARRAL AX"—Highlight "Cheat Mode" and press **A, B, Right, Right, A, Left, A, X**; you'll hear a tone and a monkey note to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

75 Kremlins
Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Walk out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or

else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you **Incredible 75 Kremlins**. Now you can access the Last World through Klubb's Kloaks on any part of the island.

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!

Play With Blocks
At the "Game Over" screen, wait for the song to finish playing, then you can make the blocks jump up and play musical notes by pressing the **L, R, A, B, X** or **Y** buttons.
Cheat Passwords
At the "Select Game" menu, highlight the saved game you want to play in and press **L, R, L, R, L, R, L, R**. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear **Dixie** giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

LIVES—Enter this password to start the game with 50 lives.
ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go visit Winky Kong.

COLOR—This code makes Dixie's clothes purple and Kidd's pajamas green; it also changes the colors of the flag that mark each completed level accordingly.

HARD—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.

TUFT—Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 100% completion rating.

MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bonuses in the bonus stages to ornaments and presents.

MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

WATER—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 45 bonus coins, enough to pay Bomber Bear to blast away all of the obstacles in the lost world of Krematoa.

DOOM

Chainsaw Trick
With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake.

Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a **RF9000** with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage where there's no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations.

EQUINOX

Invincibility
At the title screen, press **L, L, R, L, L, L, R, R, L, L, R, R**. The copyright box will turn green if you did the trick correctly.

FEAR

Master Class
Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class.

FINAL FIGHTER: THE MOVIE

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.
Super Kick: Press **A, B**, then **B** eight times.

Invincible Walls: Hit **Y** three times, **X** A three times, **Y** A three times.

Crazy Ball: Press **X, A, B, Y, Y, B, A, X**.
Crazy Curve Ball: Press **A, A, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the **D** and **R** buttons.)

Super Goalie: Press **A** five times, then **Y** five times.
Six Offense: Press **R** five times, **L, R**.

Super Defense: Press **L** five times, **R, L**.
Dream Team: Press **A** five times, **B**, twice, **X**, twice.

FIFA: FIELD 2

"Game Player" Code
At the title screen, hit **Down, Down, Up, Up, Right, Left, Left, L, R**. The screen turns blue; now both players can pick the same fighter.

FRANCE '90

Extra Credits
At the title screen, press the **X** button as quickly as you can. You should see the number of credits at the top go up. Press **START** before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

ARCADE MUD

At the Option screen, highlight "Game Level" and rapidly press **A** until you see the game level change to "ARCADE".

30 Extra Ships

At the title screen, press and hold **L** and then press **A, A, A, START**.
Full Power Up
Press **START** to pause, then press **Up, Up, Down, Down, L, R, B, A** and **START** to un-pause.

INFINITE CONTINUES

Go to the configuration screen. Highlight the **Music** option and play **8, 7, 8, 7** in that order.

THE UNLAME BOOK

Level Select/Cheat Mode
At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the **Start/Options** screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

INFINITE CONTINUES II

At the Mission Select screen, press **L, L, L, R, R, R, L, L, L, R, R, L, L, L, R, R**. Now you can continue the game indefinitely.

LEGO: THE ADVENTURES OF LUCAS PLATT

Secret Cheats
The following codes will only work in two-player mode:

• **Max Ability**—Pause the game and press **A, Right, Down, Left, A, Down, SELECT**. This will power up your team's players for the current half-inning.

• **Slow Down**—Pause the game and press **Left, A, Right, Down, Y, SELECT**. This will slow down the opposing team's players for the duration of the current half-inning.

• **Randomize Pitches**—While batting, pause the game and press **Left, Y, A, Right, SELECT**. This will change your opponent's pitches to random throws for the duration of the current at-bat.

• **Super Pitches**—While pitching, pause the game and press **B, A, Down, B, A, Left, Left, SELECT** to supercharge your pitches for the duration of the current at-bat.

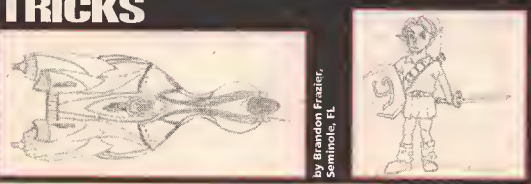
• **Instant Home Run**—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press **B, Y, B, Y, SELECT**; any fair ball hit during the current at-bat will be a home run.

Night Games
In a one- or two-player game, press **START** to pause, then press **SELECT, Down, A, Y, START**. The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums.

KILLER INSTINCT
Boss Code
Choose Cinder as your character; then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—highlight **Right** on the **D** pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedoll!" When the fight starts, you'll be playing as the boss.

Easy Combo Breakers
At the "Vs." screen, hold **Down** on the **D** pad and press **START**; you'll hear the announcer say, "C-C-C-C Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterbutton to the button your opponent started his or her combo with.

TIPS & Reader Art Gallery



by Brandon Frazer, Seminole, FL

by Steve Schickelmeier, Kelowna, British Columbia



by Eric LeClair, Madison, WI



LEGEND OF THE MYSTICAL NINJA

Passwords

Level 2—A L 1 1 x
Level 3—1 p 7 n 7
Level 4—2 0 7 7 7
Level 5—5 w h 1
Level 6—x 7 4 x A
Level 7—k x * 8 R d
Level 8—W d 3 x
Level 9—W d N X N

MAGIC WOOD

Secret Menu

Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

MIGHTY MORPHIN POWER RANGERS

Passwords

Level 2—Q V R B L P
Level 3—C N F I T S
Level 4—P H M B T T
Level 5—N F X D Q H
Level 6—5 X G D J L
Level 7—M D V C B Q
Level 8—H R T G D V

MEGA MAN X2

Hidden Bonus Mode

Choose the password option from the title screen and enter the password 1 4 1 5 / 5 8 5 / 7 8 2 3 / 6 2 5 1. When all of the numbers/letters are in place, hold the L and R buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bash or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is $\rightarrow \rightarrow \rightarrow \rightarrow$ and his Leg Breaker is $\leftarrow \leftarrow \leftarrow \leftarrow$. Bash's Buster Kick is $\rightarrow \rightarrow \rightarrow \rightarrow$ and his Sonic Crasher (while jumping) is $\rightarrow \rightarrow \rightarrow \rightarrow$. Both characters can block by quickly pressing Up twice.

Full Power Password

Enter the password shown above under "Hidden Versus Mode," but don't hold the L and R buttons when you start. You'll begin at Dr. Wily's Castle with all items and weapons fully charged.

MICKEN MANIA

Stage Select

At the Sound Test menu, set the music to "Beaststalk 1" and the SFX to "Extra Try." Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS: THE RIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character select screen, highlight any fighter, hold the X and Y buttons down and press **START**. Both players can use this code to play Ooze vs. Ooze battles.

MORTAL KOMBAT 3

"Kool Stuff" Menu

At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff." Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kool Stuff" Menu

At the main menu, press **SELECT**, A, B, Right, Left, Down, Left, Up, Up. This adds a new option called "Kool Stuff." Here you can get extra continues, change the amount of energy you have or the amount of damage you do to activate Snake, among other cheats. You can also activate Motaro as a playable character (only in two-player games).

"Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff." Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

MIDNIGHT

99 Lives

When the Universal logo appears at the beginning of the game, press Left eight times. When the game starts, you'll have 99 lives in reserve.

Stage Select

When the Universal logo appears at the beginning of the game, press Down eight times. When the main menu appears, you'll find a stage-select option; press Left or Right to choose your starting stage number.

NBA HAWK TOURNAMENT EDITION

Secret Character Initial Codes

Bill Clinton: Highlight "C," hold **START** and press A; highlight "1," press A; highlight "C," hold **START** and press B.
Hilary Clinton: Highlight "H," press A; highlight "1," hold **START** and press B; highlight "B" (the space character), press A.
Fresh Prince Highlight "W," hold **START** and press Y; highlight "1," hold **START** and press B; highlight "1," press A.
Frank Thomas: Highlight "S," hold **START** and press B; highlight "O," press A; highlight "X," hold **START** and press A.
Jay Moon: Highlight "1," press A; highlight "A," hold **START** and press A; highlight "Y," hold **START** and press B.
Secret Power Ups:

Each of these power-up codes should be performed at the "Tonight's Match Up" screen just before the tip-off.

Max. Power: Right, Right, Left, Right, B, B, Right
Powerup Goaltending: Right, Up, Down, Right, Down, Up
Powerup Fire: Down, Right, Right, B, A, Left
Powerup Turbo: B, B, A, Down, Down, Up, Left
Powerup 3 Pointers: Up, Down, Left, Right, Left, Down, Up

THE NINJA ARCADE

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

SECRET BATTLE

Dragon's Lair

To get to the secret battle in Dragon's Lair, begin a new game and enter FIRESEAL as your name. You must answer seven questions before beginning the game.

THE ROCKETEER

Stage Select

At the title screen, press L, R, L, R, Down; you'll hear a sound to confirm the code. After you select the number of players, the stage-select menu will appear.

ROCKY BROTHERS

Change Options

On the title screen, press **START**. As Rocky begins running across the screen press Y, A, B, B, then A. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

STREET RACER

Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press X, Y, X, Y, X, Y, then hold the X Button. Continue holding X and use the D-pad to change your driver's abilities.

STUNT RACE 6X

Control the Pause Animation

Press **START** to pause the game. When the pause animation appears, press the B button to put the animation in slow motion. Press Y to speed up the car in the animation or press **START** to run it backwards.

Change View

Start a game in any mode. Press **START** to pause. Press **SELECT** and the car in the pause animation will go backward. Then press L, R, L, R, L, R, L, R. Unpause the game, and you'll have a new view.

Race Against the Computer in 2-Player Mode: Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

Watp Select the "Free Taxi" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race 6X." When under the sign, press Jump to warp to the upper part of the "White Land" course.

STUNT RACE 6X

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit," hold L and **START** on Controller 2 and press **START** on Controller 1.

SUPER PUNCH OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER DUTTY

Stage Skip

Press **START** to pause the game, then press R, A, L, L, Y. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER 3D

Stage Select

First select your playing level, then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press **START** to begin play, then press it again to pause. Once you've paused

the game, press R + A + **SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

Power Up Code

At the title screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Start the game, press **START** to pause and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right, Power Up by pressing A for a Jet Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shot Gun Bomb. Next press either A for Homing Missile or X for Spread Bomb.

TEENAGE MUTANT NINJA TURTLES TOURNA

Use Ultimate Attack in Story Battle Mode

At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use Controller 2 at the title screen and tap in B, B, B, A, A, A, X, X, X, X, X, X. Now go to the "Options" screen and press the B button to see that a 10 credit selection can now be made.

Boss Code

Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Kivala by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted).

Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, L on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

MUSIC ATTACK

Speed Code

When you first turn the game on and you hear a girl's voice say, "Nintendo," quickly press B, A, L. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place.

Play as the Bosses

Start a two-player game and choose "Time Trial" or "Vs." mode. When the character select screen appears, hold the L and R buttons on both controllers. The game's four bosses will appear as playable characters.

WEAPONLAND

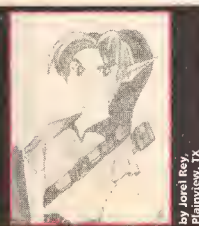
Password

At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

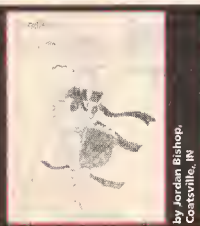
WREX VS. THE BURNING

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the B button and press A as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find your wrestler has been equipped with a Super Punch that reduces your opponent's health meter by half.



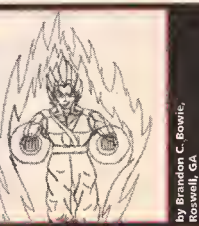
by Joel Rey
Pittsfield, MA



by Jordan Bishop
Covington, TN



by Frank Hill
Myrtle Beach, SC



by Brandon C. Bowie
Roosevelt, GA

Super NES tips
Super NES tips
Super NES tips

Jaime Bezeh,
Dorchester, MA

box, or hold Up and press **START** for a random selection of characters for all boxes. Choose the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menu

At the main menu, press **C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. Also at the main menu, press **B, A, Down, Left, A, Down, Right, Up, Down**. Another new menu item called "Secrets" will appear. Another cheat code that can be entered at the main menu is **C, Right, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu.

NISA MATCHLINE

Secret Power-Ups Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

AAA Ball—Hold Right, press A, B, C
Roof Top Court—Press Left, Right, Left, Left
Hawaii Court—Press B, A, Left, Right, A, C, Up, Down, A
No Drift—Press Down, Down, B, A
Computer Assistance Off—Hold Right, press C

In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111
Fast Pass—127
Max. Speed—284
No Pushing—390
Hyper Speed—532
Max. Block—616
Max. Skill Ability—709
Max. Power—802
Goaltending Allowed—837

PRIMAL LAGE

Cheat Menu At the "Star/Options" menu, press **Left, Up, Down, Left, Right, Right, Left, Left, Up**. A new option called "Extra Options" will appear; here you'll be able to become invincible, disable the timer, warp to the "Fleest" stage and much more.

SHINING FORCE 2

Configuration Mode As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridges' battery-backed memory, choose the "CONT" option and choose your name. After the old with repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.

• Game Completed: This option will modify your adventure as if you've already beaten the game once.

SONIC & KNUCKLES

Stage Select Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up, jump and hang on to one of the handles, then—while your character is hanging from the handle—press **Left, Left, Left, Right, Right, Right, Up, Up, Up**; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **A**; the game should restart. When the title screen reappears, hold the **A** button and press **START** to access the stage-select and sound test menu. Note that you cannot access certain levels unless you have a copy of Sonic 3 "locked-on" to your Sonic & Knuckles cartridge.

Stage Select with Sonic 3 "Locked On" Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then—while your character is swinging from the vine—press **Left, Left, Left, Right, Right, Right, Up, Up, Up**; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **A**; the game should restart. Press **Up** or **Down** at the title screen until you see a new code called "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing this button; this number represents the character you want to play with according to the following legend:

00—Sonic and Tails
 01—Sonic
 02—Tails
 03—Knuckles

Stage Select with Sonic 2 "Locked On" At the title screen, quickly press **Up, Up, Down, Down, Down, Left, Right, Left, Right**; you'll hear a chime to confirm the code if you've entered it properly. Now hold the **A** button and press **START** to access the stage-select menu.

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic 3. If the screen says "No Way! No Way?" press **A+B+C** to access randomly-generated sphere bonus levels.

SONIC 3 & BUST

Stage Select/Stage Skip At the title screen—while the words "Press Start" are flashing—press **B, A, Right, A, Up, C, Down, A**. The main menu will appear. Choose "Start" from the main menu; the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **A** button to warp to the next stage.

SONIC 3 & BUST

Stage Select Choose "Options" from the title menu, then—when the Options menu appears—press **A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up**; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- "A" and press **START** to warp to the "Lava Powerhouse" stage.
- Hold **B** and press **START** to warp to "The Mathine" stage.
- Hold **A** and press **START** to warp to the "Snowdown" stage.

SONIC THE HEDGEHOG

Stage Select/Don't Test At the title screen—while Sonic is starting to appear—press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.

Cheat Code At the title screen—just as Sonic is starting to appear—press **C, C, Up, Down, Left, Right**. You'll hear a chime. With this code in place, you'll have access to the following features:

- System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
- Slow Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the **A** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **B** during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the **D-pad**. Also, when in "object" mode, press **A** to change to a different object. To place a copy of that object on the screen or to change back into Sonic and continue play, use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen when you change back into Sonic; you can pick them all up.

SONIC THE HEDGEHOG 2

Stage Select At the "Sound Test" menu, listen to sounds 19, 65, 69 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player," hold **A** and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:

- System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
 - Slow Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
- Chaos Emeralds Cheat** At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

SONIC THE HEDGEHOG 2

Stage Select After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press **Up, Down, Down, Up, Up, Up**. You'll hear a chime to confirm the code. Note: This is a very difficult code to enter. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black; you should finish entering the code just as the split-second before the screen turns pure white. Use a very light touch on the **D-pad** and press **Up** and **Down** evenly, making sure not to touch the diagonals. If you don't hear the chime, just reset and try again. Once you've done it right, press

Up or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
- Slow Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

TOY STORY

Invincibility Completely pause the game's first stage; then, at the start of the second stage ("Red Alert"), the must collect the three stars above the toolbox. Now move to the right and collect four more stars for a total of seven. If you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toolbox and hold down on the **D-pad** for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the Toy Story title screen that shows Woody glaring at Buzz Lightyear; while the words "PRESS START" are flashing, press **A, B, Right, A, C, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** to warp immediately to the end.

TOY STORY 2: CRIMINAL MINDS

Secret Cheat Menu At the main menu—the one that says "Start Game/Options"—press **A, C, Up, B, B, A, Down**. You'll hear Shao Kahn say, "Excellent!" and three cheat menu options will appear.

TOY STORY 2

Hidden Game + Level Waivers When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready!" on the screen, then the letters "S", "F", "C" and "A" will begin to fall from the sky: 120 of them. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Refill Energy

During the game, press **START** to pause, then press **A, B, Right, A, C, A, Down, A, B, Right, A** to refill your energy counter at any time.

Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, A, B, A**. You'll be taken to a secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

TOY STORY 2

Stage Skip Press **START** at any time during the game to pause, then press **B, A, B, Left, Up, Up**. When you unpauses, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Jason Wilson, Age 11



By Domatius Cason, Chesapeake, VA

By Marcus Nash, Joshua Tree, CA



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

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GAME	HI SCORE	NAME
CarnEvil	1,739,900	SDR
Time Crisis II	908,690	LAG
Area 51: Site 4	1,304,600	ABA
Mortal Kombat 4	64 wins	MGH
Maximum Hangtime	117-0	SKIPPY
Revolution X	7,022,640	CVC
Terminator 2: Judgment Day	6,908,250	"Cake" Nekola
Primal Rage	1,627,703	Maynard
Police Trainer	Commissioner	Birschanizer
Maximum Force	231,670	LAG

ALADDIN'S CASTLE #05075

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GAME	HI SCORE	NAME
Time Crisis II (Solo Play)	1,025,690	YYR
Time Crisis II (Cooperative)	1,255,880	YYR & MND
Tekken 3 (Yoshimitsu)	2:11'91	D.B
Soul Calibur (Taki)	2:10'98	RMG
Cruis'n World (Hawaii)	1:42'69	CT1
Cruis'n World (Japan)	1:27'49	CT1
Cruis'n World (Australia)	1:26'45	DOG
NFL Blitz (Most Points Scored)	61	Ghost

EIGHT ON THE BREAK

346-346 North Ave. • Dunnellen, NJ 08812 • (732) 752-8880

GAME	HI SCORE	NAME
Street Fighter Alpha 3		
November 14 tournament results		
Eddie Lee (Queens, NY)	1st Place	
David Boudreau (Boston, MA)	2nd Place	
Jimmy Fong (Boston, MA)	3rd Place	
Scott Bradburn (Boston, MA)	4th Place	
Pete Talley (Staten Island, NY)	5th Place	
Ben Weng (Boston, MA)	5th Place	
Marc Aguirre (Edison, NJ)	7th Place	

FUN-O-RAMA

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GAME	HI SCORE	NAME
Blitz 99	31 wins	DEE
Daytona USA 2 (Beginner)	2:15'93	RJD
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 3	31 wins	Victor "Cody"
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tetris	998,041	Jason Wilson
Gauntlet Legends (Minotaur)	Level 29	Black
Gauntlet Legends	Finished	Chris

CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami, FL
Gauntlet Legends (Valkyrie)	Level 71	Sfw
Street Fighter EX 2	31 wins	ADM
Blitz 99	159 wins	BERTHA
Street Fighter III: 2nd impact	1,047,207	FK
Time Crisis II (Link Play)	1,078,810	NRH & MPG
Addams Family (pinball)	3,142,775,000	PML
Cruis'n World (Hawaii)	1:38'01	SCH
Marvel Super Heroes vs. Street Fighter	2 wins	MOF
Street Fighter Alpha 3	11 wins	RYU

SEGA CITY

31 Fortune Drive (Irvine Spectrum) • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Ehrgeiz (Cloud)	81,470	LHK
Time Crisis (Story mode)	10:49'78	MMK

METROPOLIS

72-840 Hwy. 111 Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohiana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Time Crisis II	1,004,310	Kurohiana
Rival Schools: United by Fate	2,141,103	Michael Lamug
Blitz 99 (win streak)	43 wins	Israel
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan

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80078BF8-4000—Infinite time
8007F038-0009 + 800CDB70-0009—Infinite lives

Brave Frontier Musashi

80078E86-0172 + 80078E88-0172—Infinite BP

Crash Bandicoot: Warped

D005BEEC-F64C + 800B5D4C-6300 +
D005BEEC-F64C + 800B5D4C-6300—99 lives
80069178-003F—Enable all powers

G-Darius

800ABD00-0003—Infinite credits
800BA69E-0003—Infinite lives, Player 1
800BA6A2-00E2—Invincibility, Player 1
800BA6A2-00E2—Infinite capture balls, Player 1
800BA8D8-0502—Max. missiles, Player 1
800BA8D8-0202—Max. bombs, Player 1
800BA8D8-0402—Max. arms, Player 1
800BA8DA-0003—Infinite lives, Player 2
800BA8DA-00E2—Invincibility, Player 2
80088336-0040—Infinite capture balls, Player 2
80088336-0502—Max. missiles, Player 2
80088336-0202—Max. bombs, Player 2
80088336-0402—Max. arms, Player 2

Hardball '99

300E3EE9-0000—Home team scores 0
300E3EE9-0032—Home team scores 50
300E3EE9-0000—Away team scores 0
300E3EE9-0032—Away team scores 50

Metal Gear Solid

800AE1AC-03E7—Infinite air
8007F532-0019—SOCOM pistol and ammo
8007F534-0065—FAMAS rifle and ammo
8007F536-000C—Grenade
8007F538-0004—Nikita and ammo
8007F53A-0004—Stinger and ammo
8007F53C-0006—Claymore
8007F53E-0006—C-4
8007F540-0006—Stun grenade
8007F542-0006—Chaff grenade
8007F544-0006—PSG1 rifle and ammo

NBA Live 99

8008FD5C-0000—Home team scores 0
8009118C-0000—Away team scores 0
8008FD5C-00FF—Home team scores 255
8009118C-00FF—Away team scores 255
801E0008-8009 + 801E0002-3011 +
801E0004-0822 + 801E0006-0331 +
801E0008-0002 + 801E000A-1820 +
801E000E-2400 + 801E0010-0005 +
801E0012-2442 + 801E0014-0008 +
801E0016-03E0 + 801E001A-2400 +
D008FC82-0001 + 800833E2-0C07—Home
team's baskets are worth 5 more

Psybadek

800AA698-6300—Infinite lives
800805E4-03E7—Have 999 stars

Resident Evil 2 (Dual Shock Edition)

D00CE284-0005 + 800CFD06-00C8—Press L1 +
L2 to restore health (Claire)
D00CE284-0014 + 800D49F4-FF09—Press L1 +
△ for Grenade Launcher (Claire)
D00CE284-0044 + 800D49F4-FF0A—Press L1 +
X for Fire Grenade Launcher (Claire)
D00CE284-0084 + 800D49F4-FF0B—Press L1 +
□ for Acid Grenade Launcher (Claire)
D00CE284-0011 + 800D49F4-FF0C—Press L2 +
△ for Bowgun (Claire)
D00CE284-0081 + 800D49F4-FF0E—Press L2 +
□ for Spark Shot (Claire)
D00CE284-0012 + 800D49F4-FF0F—Press R2 +
△ for Submachine Gun (Claire)
D00CE284-0042 + 800D49F4-FF11—Press R2 +
X for Rocket Launcher (Claire)
D00CE284-0082 + 800D49F4-FF12—Press R2 +
□ for Gatling Gun (Claire)
D00CE284-0041 + 800D49F4-FF0D—Press L2 +
X for Colt S.A.A. (Claire)
800CFD06-00C8—Infinite health (Claire)
D00CE2FC-0014 + 800D4A3C-FF05—Press L1 +
△ for Magnum (Leon)
D00CE2FC-0044 + 800D4A3C-FF06—Press L1 +
X for Custom Magnum (Leon)
D00CE2FC-0084 + 800D4A3C-FF07—Press L1 +
□ for Shotgun (Leon)
D00CE2FC-0011 + 800D4A3C-FF08—Press L2 +
△ for Custom Shotgun (Leon)
D00CE2FC-0081 + 800D4A3C-FF0F—Press L2 +
□ for Submachine Gun (Leon)
D00CE2FC-0012 + 800D4A3C-FF10—Press R2 +
△ for Flamethrower (Leon)
D00CE2FC-0042 + 800D4A3C-FF11—Press R2 +
X for Rocket Launcher (Leon)
D00CE2FC-0082 + 800D4A3C-FF12—Press R2 +
□ for Gatling Gun (Leon)
D00CE2FC-0005 + 800CFD4E-00C8—Press L1 +
L2 to restore health (Leon)

Rogue Trip

301B39A8-0001—Enable Goliath
301B39A8-0001—Enable Alien Saucer
301B39AC-0001—Enable Helicopter
801D80B4-014A—Infinite armor, Player 1

S.C.A.R.S.

801295D0-0001 + 801295D2-0001 +
801295D4-0001 + 801295D6-0001—Have all
cups/tracks
801F58D4-0001 + 801F58D6-0001 +
801F58D8-0001 + 801F58DA-0001 +
801F58DC-0001—Have all challenges

Small Soldiers

D007BC46-A462 + 80078C46-2400—Infinite
ammo
D0048A7A-AC62 + 80048A7A-2400—Infinite
lives

Twisted Metal III

80033ED6-2400—Ammo never decreases (all
players)
800D300C-0002—Infinite lives, Player 1
800D309C-0002—Infinite lives, Player 2

Xenogears

8006DBEC-03E7 + 8006DBEE-03E7—Infinite HP
8006DBEC-0063 + 8006DBE2-0063—Infinite EP
8006DBE4-0001—Quick level gain
8006EF5A-000F—Infinite gold

Nintendo 64

Body Harvest

81052818-0098 + 8105281A-967F—Infinite Greece

Deadly Arts

81105026-03E8 + 811071AC-0008—Infinite
health, Player 1
81105026-0000—No energy, Player 1
8111838E-03E8 + 8111D544-0008—Infinite
health, Player 2
8111B38E-0000—No energy, Player 2

Dual Heroes

D022671C-0000 + 8122671C-00FA—Infinite
energy, Player 1
D022671E-0000 + 8122671E-00FA—Infinite en-
ergy, Player 2
D0226724-0000 + 81226724-003C—Infinite time
win, Player 1
D0226715-0000 + 80226715-0001—1 win to
win, Player 1
D0226715-0001 + 80226715-0000—Player 1 can't win

Extreme G-2

81170B98-42C8—Lasers never overheat
81170B98-42C8—Infinite shield
81170B6C-0003 + 81170B62-0003—Infinite nitros
80183A33-0064—100 points

Flying Dragon

802087B1-00C8—Infinite health, Player 1
802087B1-0000—No health, Player 1
802087B1-00C8—Infinite health, Player 2
802087B1-0000—No health, Player 2
8120AEB4-0190—Infinite Special, Player 1
8120AEB4-0000—No Special, Player 1
81201810-0190—Infinite Special, Player 2
81201810-0000—No Special, Player 2

F-Zero X

DE067000-0000—Enable Code (must be on)
800E5ED9-0005—Infinite lives
800CDB38-0001—Unlock everything
812C4848-4326 + 812C484C-4326—Infinite shield
D02C4DAC-003F + 802C4925-0050—Have
Boost from start

NBA Live 99

801D3451-0096—Home team scores 150
801D3451-0000—Home team scores 0
801D401D-0096—Away team scores 150
801D401D-0000—Away team scores 0

NFL Quarterback Club 99

8004C086-0003—Infinite time out, home team
8004C62E-0003—Infinite time out, away team
8004C086-0000—No time out, home team
8004C62E-0000—No time out, away team

Rush 2: Extreme Racing USA

80112599-0000—Always place 1st
8107F0C8-FFFF + 810C1D8E-FFFF +
810C1D0C-FFFF + 810C1D02-FFFF +
810C1D04-FFFF + 810C1D05-FFFF + 810C1D08-
FFFF + 810C1D0A-FFFF + 810C1DCC-FFFF—
Extra cars

WCW/NWD Revenge

800FAF87-0000—Infinite time
8107F0C7-3F03—Extra characters
800F9D25-000F—Maximum spirit, Player 1
800F9D25-0000—No spirit, Player 1
800FA0D5-00FF—Maximum spirit, Player 2
800FA0D5-0000—No spirit, Player 2
800FA485-00FF—Maximum spirit, Player 3
800FA485-0000—No spirit, Player 3
800FA835-00FF—Maximum spirit, Player 4
800FA835-0000—No spirit, Player 4
800FAC88-0014—Infinite time out of ring



THE LEGEND OF

ZELDA

OCARINA OF TIME

by Tyrone Rodriguez

Welcome to the final installment of our guide to *Ocarina of Time*. It has been quite a challenge to bring you as much information as possible.

We hope you have as much fun beating the game as we did. Just don't rush through it. A game like this only comes along every couple of years. Next month we'll have some more songs that you can play on your Ocarina—I hope you like them. Rumor has it that Nintendo is already in the planning stages for a sequel. Hey, I'm all for it, but I think I'll give other members of the staff a chance to do the strategy guide next time. I'll be taking a *siesta* for the next couple of months.



SKULLTULAS



The following is the list of Gold Skulltulas that aren't in dungeons. The dungeon Skulltulas are relatively easy to spot. Happy hunting!

Death Mountain

- The first cave on the right holds a Gold Skulltula. (Young & Adult Link)
- A small nook above the entrance to Dodongo's lair is inhabited by a spider. (Adult Link, Night)
- After weathering the last of the falling rocks, discover a Skulltula waiting for you. (Adult Link, Night)
- A bean hole in front of Dodongo's Cavern looks promising, so plant bugs. (Young Link)

Goron City

- Find a Skulltula hiding in a crate in the top level of Goron City. (Young Link)
- The central platform creates enough of a shadow to hide a Skulltula beneath it. (Adult Link, Night)

Zora's River

- The shade of a ladder has enough darkness to protect a Skulltula. (Young Link, Night)
- Sight a Skulltula swinging in the night breeze at the tree near the mouth of the river. (Young Link)
- Near the middle of the river, find a Skulltula. (Adult Link, Night)
- A Skulltula sits across a wall before the entrance to Zora's Domain. (Adult Link, Night)

Zora's Domain

- When the waterfall freezes, it leaves a Skulltula stranded high above the frozen paradise. (Adult Link, Night)

Zora's Fountain

- A tree in the southeast corner of Zora's Fountain holds another Gold Skulltula. (Young Link)
- Find a Skulltula just to the right of the fallen log. (Young Link, Night)
- A grotto near the Great Fairy's Fountain conceals a Skulltula. (Adult Link, Night)

Lake Hylia

- The island that unlocked the Fire Arrow has a Skulltula. (Young Link, Night)
- Find a Gold Skulltula inside a crate at the bottom of the Lakeside Laboratory's pool. (Adult Link)
- A Skulltula waits for Link in the tree atop the Water Temple's mount. (Adult Link, Night)
- A bean hole near the lab releases a Skulltula with some bugs. (Young Link)

Graveyard

- The tolltale sound of the Skulltula can be heard along the outer wall of the graveyard. (Young Link, Night)
- The bean hole works its miracle on the bottled bugs, producing a Giant Skulltula. (Young Link)

Sacred Forest Meadow

- To the east of the stairs is a Skulltula. (Adult Link, Night)

Death Mountain Crater

- Another bean hole near the crater spawns a Skulltula. (Young Link)
- Hear a Skulltula in a crate just inside the entrance to the Death Mountain Crater. (Young Link)

Gerudo Valley

- The log bridge points to a Skulltula waiting against the dirt wall. (Young Link, Night)
- The carpenters can hear a Skulltula every night. (Adult Link, Night)
- Another Skulltula under the stone is there for the taking. (Adult Link, Night)
- The bean hole releases another Skulltula. (Young Link)

Gerudo Fortress

- High above the eastern wall of the fortress you'll find another. (Adult Link, Night)
- While riding on the Horseback Archery Range, strike the Skulltula behind the northern target pole. (Adult Link, Night)

Haunted Wasteland

- The stone structure where you discover the phantom gauntlet holds a Skulltula. (Adult Link)

Desert Colossus

- A Skulltula hangs in the nearby palm trees. (Adult Link, Night)
- The magic bean platform reveals the way to another Skulltula. (Adult Link, Night)
- Drop a few bugs in the bean hole and wait for the Skulltula to emerge. (Adult Link)



Kokiri Forest

- Behind the Know-It-All Brothers' House. (Young Link, Night)
- Behind the House of Twins. (Adult Link, Night)
- Plant a bottle of bugs into a bean hole and sprout a Skulltula. (Young Link)

Hyrule Field

- Near the gate to Hyrule Castle. (Young & Adult Link)
- A Skulltula is hidden in the circle of stones near the Gerudo Valley entrance. (Young & Adult Link)

Hyrule Castle

- A crate in the Guard House of the Market has a Gold Skulltula. (Young Link)
- Play the Song of Storms near the castle entrance to reveal a grotto. (Young Link)
- Uncover a Skulltula in a tree at the entrance to the castle. (Young Link)
- A Skulltula clings near an arch by Ganon's Castle. (Adult Link)

Lon Lon Ranch

- The Skulltula dangles in a tree at the ranch gate. (Young Link)
- A Skulltula lies behind the coral shed. (Young Link, Night)
- Find a Skulltula on the northwest side of the shed. (Young Link, Night)
- A Skulltula hangs from the second story window of Talon's house. (Young Link, Night)

Kakariko Village

- A Skulltula hangs in a tree near the village entrance. (Young Link, Night)
- Behind the House of Skulltula, find an arachnid. (Young Link, Night)
- At the building under construction, discover a Skulltula hiding within. (Young Link, Night)
- Enter the graveyard at night to find a Skulltula. (Young Link, Night)
- A Skulltula blocks the lookout tower ladder. (Young Link, Night)
- Check the roof of Impa's house. (Adult Link, Night)

Lost Woods

- A bean hole near the Skull releases a Gold Skulltula. (Young Link)
- The bean sprout leads up to a magic platform, the perfect hideout for a Skulltula. (Adult Link, Night)
- Another bean hole near the shortcut to Zora's Domain cultivates a Skulltula. (Young Link)



FIRE TEMPLE



After defeating the Forest Temple, head for Goron City. The once playful underground city is now a ghost town. Only a lone Goron rolls through its streets. Skillfully bomb his path; when you've blown him out of his ball, you can speak to him. He is the son of

Darunia, Link's sworn brother. Darunia's son shares the same name as Link. After a long conversation Darunia's son will give Link the Goron Tunic.

Make your way to Darunia's chamber. See the large Goron totem? Walk up to it and pull it out into the center of the room. This will lead Link to the Fire Temple's entrance. Use the Hookshot to traverse the broken bridge. At the other side of the bridge Sheik will teach Link the Bolero of Fire.

Inside the Fire Temple take the left door. This will lead you to an area with Darunia.



He will explain the current situation. A couple of jumps will get you to a trapped Goron. Speak with the Goron and grab the key—you'll need a lot of these in this dungeon. Return to the temple entrance and take the right door. Link will find himself on a large wooden bridge in a fiery room full of moving platforms and wandering Keese. Both the left and right sides hold keys for the taking. Free the Goron in the

left room to get the first key. Use a bomb on the stone wall to

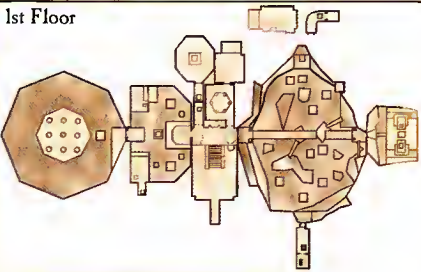
earn the next key. Return to the wooden bridge and cross to the other side of the room to get to the next door. Use the inclined plank to get to the other side of the next room.

Use arrows or the Hookshot on the Keese in this room. After all the enemies have been eliminated, you can climb the chain link fence. At the top you'll need to push a block on one of the pillars down to a hole on the ground floor. Once you've accomplished this, jump onto the large block. It will take you to a higher level in the temple. Enter the door. Inside the next room is yet another puzzle. Kill the two slugs in this area. A block next to a switch must be



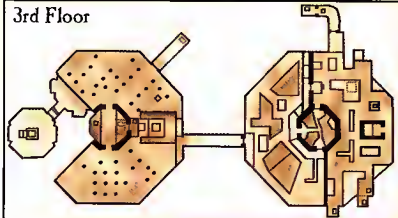
dropped to the ground floor then pulled out some more. Work your way up to the fire-wall that covers a chain link fence. From this elevated position you must toss a bomb down at the switch below. This will stop the firewall temporarily, giving you enough time to scale the wall. The door at the top of this area will lead you to a circular area with rolling boulders straight out of *Raiders of the Lost Ark*. Explore this area to find two Gorons and two dungeon keys. Enter the locked door closest to the center of this area. After enter-

1st Floor



ing the next room, be careful not to fall into the next small room because it'll take you a couple of minutes just to get back. It resembles the piano room from *The Goonies*. (Does anyone even remember that movie?) Use the Fairy Bow on the silver eye switch to unlock the door to Link's right. When the door becomes accessible, enter it to get the dungeon map. Return to the Goonies room and take the door to the right of the Map room. Beyond the door is a room full of boiling lava. As soon as Link sets foot on the walkway, a curtain of fire will pursue him.

3rd Floor

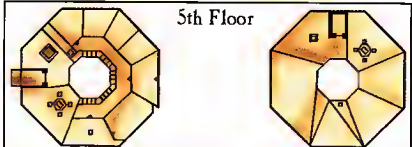


Get to the other side of this area and enter the door; ignore the locked door to your left for now. You'll find yourself in the area with the rolling boulders, but you'll be above them. Jump from platform to platform until you hit a switch that releases an imprisoned Goron. Return to the platform with the slug. Kill the slug, then use a Bomb on the cracked floor. This will lead you back to a lower level in the temple. Free the Goron and grab your key. Climb the fence and return to the circular room with the fiery curtain. At the center of this room is a locked door; you passed it when running away from the fire the first time. The other side of the door holds one of the most annoying areas in this dungeon.



This is an area of the temple that has a huge maze composed of firewall. Walk carefully in this area. When Link walks too close to a firewall, the fire will rise and he won't be able to advance. Watch for random boulders! Find the door at the central structure in this area and continue through. When you get to the other side, you'll need to flip a switch to extinguish the fire. Use a Bomb on the first door ahead of Link—it's not a real door.

5th Floor





The Flare Dancer must be defeated in the next room. Stand on the platform—there isn't much room on it—and use your Hookshot when the Flare Dancer starts to attack. Once you've knocked its fiery shield off, go in for some hits. Repeat this pattern to defeat the Flare Dancer. Stand on the platform once it has been defeated. Another firewall will stop Link from climbing a fence. Do the same thing you did before to advance; use a well-placed hookshot or bomb to stop the fire and climb the fence. Beyond the door lies the Megaton Hammer. Step on the switch to stop the fire surrounding the Megaton Hammer chest. Now you'll have to hightail it to the chest before the fire starts up again. Once you've earned the Megaton Hammer, return to the switch. Use the Megaton Hammer on the block with a face on it. Once the block falls below, jump into the hole it left behind. Open the door and enter the next room. Use the Megaton Hammer on the small totem. This will cause a huge set of stairs open up. Grab a crate before you hop down the stairs. Use the crate on the blue switch down below. This will open the door ahead. Use the Megaton Hammer on the floor block with a face on it. Jump into this hole. Use the Hammer on the rusted switch ahead to open a door. Play the Song of Time to move the Block of Time. Jump over to the other side of this area and use the Megaton Hammer on the rusted switch to open the Goron cell. Grab the key and free the Goron. Exit the room and jump down the shaft. This will lead you to the area where you first met Darunia. Return to the main hall. Use the Megaton Hammer on the Totem blocking a doorway. Once the totem is out of the way, use a key to open the door. Kill all the enemies in the next room to advance. Block the flying floor tiles in the next room and kill the Like Like. In the room after this, Link will battle the Flare Dancer again. You can use the previous strategy to defeat it or use the Megaton Hammer to make its fiery shield disappear. After you've bested the evil Flare Dancer, you can enter the last portion of this temple. The corridor ahead holds the last Goron and Boss Key. Work your way over to the room where you met Darunia. Use the Boss key here. It's time to battle Volvagia.

VOLVAGIA

Subterranean Lava Dragon

To defeat the guardian of the Fire Temple, you'll need the help of the Megaton Hammer.

Volvagia will attack in multiple ways. First, it will creep out of the various holes in the platform you're on; second, it will

breathe fire; lastly, it will scream, causing a rock slide. Whenever Volvagia pokes its head out of a hole, use the Megaton Hammer. Right after you've hit Volvagia, pull out your sword and do a couple of hopping slashes. The evil dragon shouldn't give you much trouble. From here it's on to the Ice Cavern.

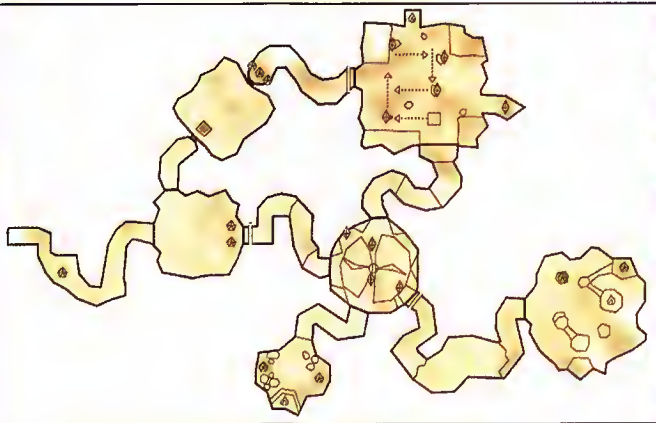


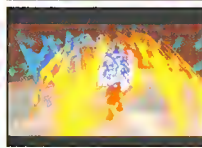
ICE CAVERN

Upon exiting the Fire Temple, take Link to Zora's Domain. Before you leave Death Mountain, you may want to search around.

Two large boulders block a passage leading to a Great Fairy. The Megaton Hammer can destroy these boulders. The Fairy found ahead will give Link an added Magic Meter. When you arrive at Zora's Domain, you'll notice that everything has been frozen. Ganon has placed a spell, which you must undo. Even King Zora has been prepped for the frozen seafood section. Walk past the frozen king. Lord Jabu Jabu is gone. In his place are icebergs and Octoroks. Enter the cavern to your left. It'll take good jumping skills, but this cavern hides the Iron Boots.

Continue through the Ice Cavern until you meet up with four Freezards. Destroys these menaces to open up the next part of the cavern. Collect all the silver rupees in the next room to open the door above. Be extra careful when you are near the spinning ice blades. Get one of your bottles ready for the next area. Climb onto one of the platforms. Collect any hearts you may need. Once you're set on health go for the blue flame. Use the bottle to capture the blue flame. This will have to be repeated many times. The blue flame is used to thaw the red ice throughout the Ice Cavern. The frozen chest beyond the blue flame holds the cavern map. Be sure to pick this useful item up then reload on blue flames. Return to the previous room and use the blue flame on the wall to Link's left (the east wall); this will open another passage. Here you'll find a heart piece and the cavern compass. Reload on blue flame after getting the compass and heart piece. Go back to the room with the ice blades. Directly across from the room you just exited is a





Use the blue flame on the red icebergs blocking your way. Beyond the door is a White Wolfos. He's very particular to temperature. Equip Din's Fire and fry this puppy. Two shots from the magical fire will do it. Nice and easy, wouldn't you say? Upon defeating the cold canine a chest will appear. Inside are the Iron Boots. As soon as Link opens the chest and receives the Iron Boots Sheik will materialize. He will teach Link the Serenade of Water. Use this song to warp to Lake Hylia. Behind the chest is a small hole full of water use the

temple to change. Jump into the hole, down below you'll need to light two torches using your arrows in conjunction with an already lit torch (if you don't feel like using arrows then use one shot of Din's Fire). Once the door has been opened by the torch you lit you can enter, kill all the Shell Blades (use the Hookshot) and get a dungeon key. Go back to the main hall and locate the doorway directly across from the hall you just exited. There should be a gray block in the way. Push the block as far as you can. Now use the Iron Boots to sink into the water-you should be on the block. Once you get to the end of the water passage equip the standard boots to float up. When you get out of the water you must flip the switch to cause a flow of water to rise. Run through the water at full speed to use it as a platform.



The room. The next room has a powerful whirlpool that can take you by surprise if you're not ready for it. Use the flow of the water to swing Link over to the underwater structure that looks like piping. From here you can hop into the doorway and use the Hookshot on the statue's mouth to open the gate temporarily. Kill the enemies behind the gate with your Hookshot. Find the chest and get the dungeon key inside. Exit the whirlpool room returning to the main hall of the Water Temple. Enter the locked door. Hookshot to the upper platform. When you find the Triforce emblem play Zelda's Lullaby. This will change the water level anew. Equip the Iron Boots and dive into the water. Be cautious as you descend. You don't want to land on a spike. Under the floating block is a hole that you can use to sink even further. When you find a room with a crystal switch get ready for some more obnoxious enemies. Hitting the switch will cause some crustaceans to fall from above. Take care of the trash with your trusty Hookshot. The gate to right will open after all enemies here have been destroyed. Go through the gate and find the dungeon key inside. Return to the last area where you played Zelda's Lullaby after getting this key. Get to the ledge across from the floating block and exit. The water level outside is higher than it was before. Use the Iron boots to sink down below. Go through the doorway with a torch on each side (it'll be to the right of the exit). This area looks familiar, doesn't it? Float up to the room with the cracked wall. Use some Goron Crop (a Bomb) to breach this wall. Go get your prize, a dungeon key. Go back o the main hall. On the second floor is a hallway with two pots in front. Enter through there. Use the Hookshot to get to the top area. Flip the switch in this room to stop the geyser. You'll have a limited amount of time to get the chest. Once you reach the chest, pick up the Compass. Drop through the hole in the middle of the floor (be carefully of the spikes directly below). Follow the hallway back to the main chamber. Hookshot across to the center of the room, and locate the locked door on the opposite side of the chamber. Hookshot over to the door and enter. Kill the enemy within and flip the switch so the water flow will allow you to get to the next part of the temple. When you come to the Triforce emblem play Zelda's Lullaby. This will change the water level again. Dive into the main hall and swim to your left. Open the locked door. The waterfall ahead is quite a chore to climb. You need to use the Hookshot to reach each consecutive moving platform. Enter the locked door. Flip the pink switch with your Hookshot-this will raise the water level. Hookshot across the room. Lower the water (by hitting the switch) and Hookshot to the other platform. Hit the switch again and Hookshot to the grapple hookshot plate on the last statue's neck. Lower the water and climb then statue and raise it again so Link can reach the ledge above. Kill the enemies blocking the door then it's time for the sub-boss-Evil Link. Using the Goron Sword makes fighting you're the evil side of Link a breeze. He has as many hearts as you do, but the Biggoron Sword give you a huge edge (no pun intended). Use primarily horizontal slashes. If you keep it up dark Link should be no match. The Illusion will disappear after he has been destroyed. The following room has the Longshot. A block behind the chest will move if you play the Song of Time. Drop down the hole. Swim through the currents until you find a platform with some pots on it. Swim to the platform and collect the power-ups inside the pots. From here swim to the





other platform and use an arrow on the gold switch. This will open the gate to the left. Inside you'll find a key and a way back to the main hall. Return to the main entrance chamber and enter the room where you originally met up with Princess Ruto. Swim to the Triforce and lower the water level. Enter the central structure in the main hall. Raise the water level like you did before. Exit the tower; look for a doorway with an eye switch directly below it. Use an arrow on the eye to open the gate then use the LongShot to

get across. As you walk down the hallway you should come across a block inside the wall. Pull it out as far as you can. When you can pull it no further exit through the only way possible. Longshot to the central structure and find the entrance with the eye switch. Repeat the procedure to get inside again. When you enter the same hallway you'll notice that the block is now in Link's way. Push it in as far as possible. With the block

out of the way you can get another dungeon key. Return to the main area and dive down to the second tier. Enter the door that has a red floating block in front of it. In the next room you'll have to flip the switch to allow the water flow to raise Link to the next level. Once you get back to the main area play Zelda's Lullaby to raise the water to level to its maximum. Equip the Iron Boots and sink to the lowest part of the temple. Enter the doorway opposite the temple entrance. At the end of the submerged hallway use the Longshot to get out of the water. Enter the door ahead of you and cross the watery channel with Blue Tektites. Kill all the Stingers that follow before diving into the room below. Now jump down below and bomb the cracked wall. When you come to a block in your path push it as far as you can. You must push this block onto a switch that lies underwater. Once the block has depressed the switch the water level in this room will rise allowing access to the door above. The door will take you to a room with two Blue Tektites, three geysers and a yellow switch. Step on the switch and jump from geyser to geyser to get to the other side. When you see a waterfall with boulders fall from above, equip the Iron Boots and sink to the right. You will find a locked door at the end of a series of corridors. Unlock the door to find the Boss Key inside a large chest. Return to the main area and Longshot to a stone statue. Enter the door behind the statue. Climb the incline and enter the Boss Chamber.

MORPHA GIANT AQUATIC AMOEBA

Hop onto one of the four platforms in this room to begin the battle with Morpha. It's best to battle this boss on the sidelines. It's more difficult to keep track of it when it can attack Link from all angles. Choose a corner and hang out there. Morpha will attack by creating arm-like extensions made of water. These extensions can really rock Link's world. Wait until it attacks then go for the nucleus with your Longshot. When you've extracted the nucleus use your sword to slash away. After a couple of slices the nucleus will return to the water. Repeat this simple pattern to beat the Water Temple boss.

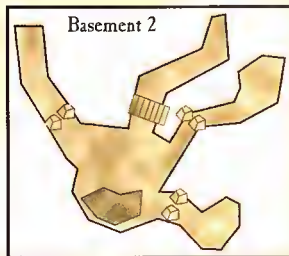


KAKARIKO WELL

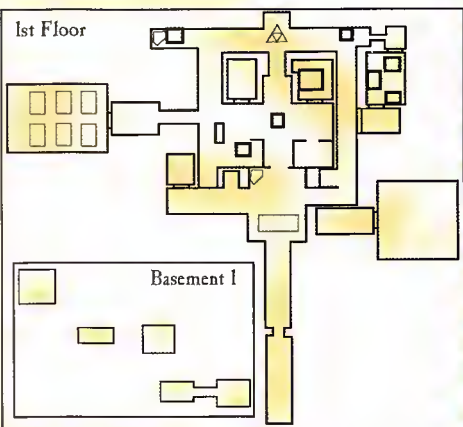


Return to the past by entering the Temple of Time. Go to Kakariko Village well and enter the windmill. Play the Song of Storm inside. This will cause the water in the well to lower. Jump into the well. Continue down a long

hallway until you come to the main hall. Note that the walls in the well are sometimes not what they seem to be. Rooms with invisible walls to Link's left and right both hold keys. Pick up the key to the right then the one to the left. Near the left key is an invisible wall that holds the dungeon compass. After picking up the compass head to the back portion of the well. When you come upon the



Triforce logo play Zelda's Lullaby. The remainder of the water in the well will subside. Return to the main area just before the two keys. A small pool like area no longer has water. Hop inside to find a small hole that Link can use to go through. Dead Hand is at the other end of this tunnel. To defeat this mid boss you'll need to attract its attention by drawing Link close to one of its protruding arms. When it gets in range slash away. Repeat until it has been eliminated. Your reward is the Lens of Truth. You can now warp to the Temple of Time or continue to explore the well.



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SHADOW TEMPLE



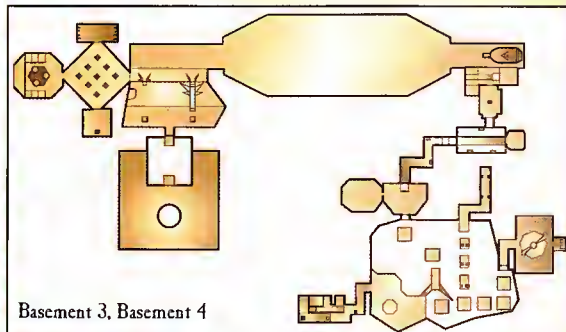
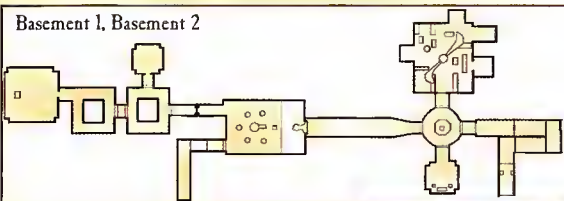
Adult Link's skills and talent will be necessary to conquer the Shadow Temple.

Once you've gone to the Temple of Time and changed into the older wisper Link warp to the Shadow Temple entrance.

When you arrive at the locked entrance

equip Din's Fire. One blast from the central pedestal will ignite the torches. And in case you're wondering, it is possible to light them one by one. Have the Lens of Truth at the ready as you walk through the temple. It will show Link things he won't normally be able to spot. When you get to a room with some skull posts and a bird-like statue use the Lens of Truth to find the hidden door. Enter the door and trek forth. After the hallway Link can find the dungeon map in a room to the right. Exit the map room and head right again. The room at the end of this area holds the Hover

Basement 1, Basement 2



Basement 3, Basement 4

Boots. You'll need to defeat Dead Hand again. Use the same strategy as you did before. It might be more difficult this time around because of the added hands. Return to the room with the skull posts. Equipping

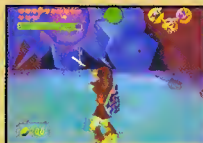


the Lens of Truth you'll notice that only one of the skulls is real. Make the bird face this skull. With that out of the way equip the Hover Boots and bolt across the chasm. You'll make it. When you come to the end of a long hallway use a Bomb on the Beamos in the circular room. Take a right from the hallway to enter a room where you'll find the compass. Go directly across from the compass room to a room with two spinning reapers. Collect all the silver rupees to open a door giving you access to another Key. Exit this room. Use a bomb on the wall to the left of this room to open a door. Work your way down this hall ridden with obnoxious skulltulas. Cross the next area by jumping from platform to platform, but watch out for the guillotines. The battle with the lone Stalfos should be easy. When the trash has been taken out. Jump onto the vertically moving platform. Wait until it has come to a full stop down below before jumping. Jump onto the next platform from here. Walk towards the Beamos and spinning traps. Collect all the silver rupees to advance. Use the Lens of Truth in the room ahead to find the hidden block. Pull the block through the two descending traps. Link won't get smashed by two the two traps if he uses this block. When you've crossed hop onto the block to find a switch. Step on the switch to reveal a chest. Longshot over to the chest to find a key. Return to the previous area. When you come to the last platform you were on use the Lens of Truth. Now you can see two invisible platforms. Pick up all the silver rupees here with the help of the Longshot. The room to the left holds another dungeon key. Toss a Bomb into the spinning statue's head to get to the key. Use the Longshot on a target on the ceiling to reach the locked door. Do your best as you walk down the hallway with fans. Make your way to the last fan when you reach a room with a long walkway and three fans. Use this last fan in conjunction with the Hover Boots and Lens of Truth. Kill all the enemies in the following room; now use a bomb on the junk pile in one of the corners. Use the Lens of Truth to see the invisible chest. Exit this room. In the large area with a large Link must pull the block so he can use it to reach a ladder. Jump on the boat and play Zelda's Lullaby while standing on the Triforce logo. This will set the boat in motion. Quickly egress from the vessel as it begins to sink. Enter the only door available. Equip the Lens of Truth to make your way through a confusing maze full of Wall Masters. The room to the left of the entrance holds a key. The room to the right has the Boss Key. When you enter the room with the Boss Key use Din's Fire to burn the trap sandwiching Link. Go back to where the boat sank. Can you see the large statue with Bomb Flowers at the base? Use a well-placed arrow to cause a chain reaction. When the statue has fallen you can use it to cross the large empty river. Use the Lens of Truth yet again as you attempt to cross this room with invisible platforms. Jump into the small hole in the next room.



BONGO BONGO Phantom Shadow Beast

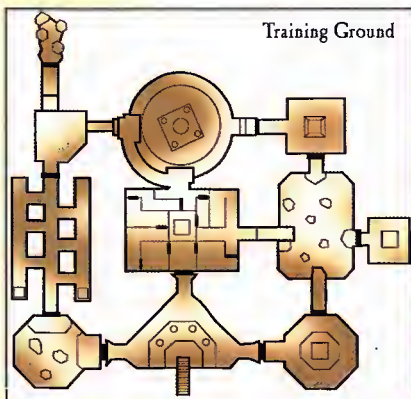
It's best to use both the Hover Boots and Lens of Truth for this battle. The Hover Boots will lessen the bounce of the tarp and the Lens of Truth will give Link sight of the huge drum-n-bass boss. Target each of the Bongo's hands and strike them with an arrow. While his hands are recovering aim for his single eye. When you've nailed it with an arrow quickly rush in and slash the tar out of his with your Biggoron Sword. As with the previous bosses, repeat this pattern to do him in. He has no other extraordinary patterns.



GERUDO TRAINING GROUNDS



The Gerudo Training ground will be a pain in the butt to beat. Besides sneaking passed the perimeter security Link must also free four Hylian carpenters. Be extra careful when walking around the Gerudo Training. The female guards are quick to throw Link into a cell. When you encounter a purple guard, pull out an arrow and strike your target. Red guards hide keys to cell. These pesky enemies will send enemies back to the pokey if Link gets knocked down. Deku Nuts will freeze these opponents if they don't block. Use this opportunity to slash the female Gerudo. They tend to bounce around a lot. After you've defeated each one they will leave a key. When the last guard has been defeated she'll give Link the Gerudo Pass-Link will have a honorary membership to the fortress—this includes the obstacle course that has the Ice Arrow. This pass will give Link access to multiple including the Haunted Wasteland. Speak with the guard at the top gate and have her open the gate for Link.



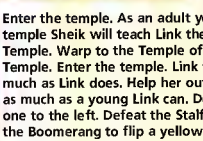
Training Ground

HAUNTED WASTELAND



Link will need the Hover Boots and the Lens of Truth to cross the sandstorm. The Hover Boots will get you passed the first problem, a river of quicksand. After the river follow the flag Markers, use the Longshot to hook from post to post if necessary. When you find a circular formation of posts walk inside. There you'll spot what looks like a shrine of some sort. Equip the Lens of Truth to spot your spooky guide. This friendly ghost will show Link the way to the Desert Colossus.

SPIRIT TEMPLE



Enter the temple. As an adult you'll find no possible way of continuing forth. After exiting the temple Sheik will teach Link the Requiem of Spirit. This handy tune can warp Link near the Spirit Temple. Warp to the Temple of Time and return to the past. Now as young Link warp to the Spirit Temple. Enter the temple. Link will meet Nabooru. This headstrong Gerudo despises Ganondorf as much as Link does. Help her out and she'll move out of the way. Now you can explore the temple as much as a young Link can. Destroy all the enemies in this room to unlock the doors. Take the one to the left. Defeat the Stalfos waiting for Link after the door. When you're out of danger use the Boomerang to flip a yellow switch. The large chain link fence will fall over, you can walk across it. When you confront Anubis

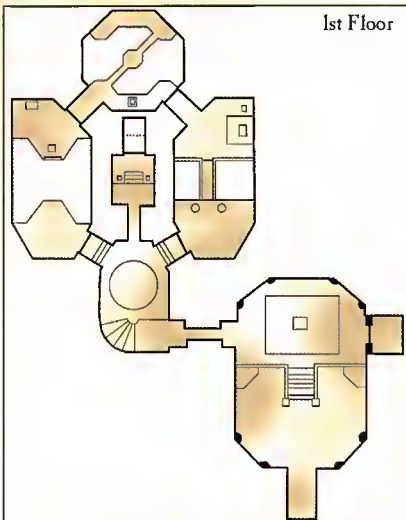
you can use the switch in the room to trigger a ring of fire or you can burn Anubis with more ease by using Din's Fire. Enter the next room when you've defeated this enemy. Collect all the silver rupees to cause the chainlink fence to fall. Cross it and light both unlit torches. A chest will fall from above. This one has a dungeon key. Exit back to the room where you started and enter the center door. When you reach the second floor you'll need to give the sun on the floor some sunlight. Destroy the enemies in this room before solving the puzzle. The switch in this room will reveal a chest with a Bombchu inside. Use a Bombchu on the loose rock. When the rock has fallen



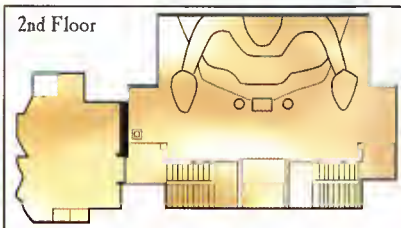


sunlight will shine and the door will open. The Armos in the room with the large Gerudo statue must be pushed off the ledge and onto a switch on the ground floor. If you want to earn the dungeon you must light both unlit torches. Do this by using a lit Deku Stick or Din's Fire. Go up to the third floor and enter the next room. This one is a handful. You won't run out of things to do in here. First, destroy all the Beamos; this will make Link's job a lot easier. Now, pull the sun block into the sunlight. Next collect all the rupees in the room to ignite one of the torches. Use a Deku Stick to light each consecutive torch. When all the torches have been lit a chest will fall from above. This chest has another dungeon key. Link will battle an Iron Knuckle in the room with the high pillars. To beat this tough to kill enemy slash after it has missed a chop. The hoping slash works best if you can get the timing down.

Outside the Spirit Temple Link will find the Silver Gauntlet and spot Nabooru being captured by Twinrova. Teleport back to the Temple of Time and go back to the future (sans the DeLorean). If you thought the temple was large before wait until you explore it in its entirety. Warp back to the Spirit Temple. Now that you have the Silver Gauntlet Link can move the large block to the right. Push it until it falls into place. Destroy the Beamos in this same room to advance to the next. Take the left door at the fork.



1st Floor



2nd Floor

the Like Like in the next room before picking up the key. Return yet again to the area with the Beamos. This time take the middle route. Watch out for the Like Like as you walk down the corridor. Climb your way up to the second floor. Push the Cobra Mirror until you find the real sun. When you have the next door will unlock. If you get too greedy with the chest in this room you'll regret it. After the Cobra Mirror room Link will be in the room where he originally found the dungeon map.

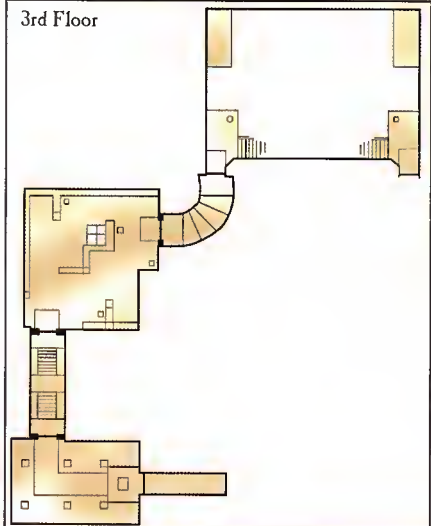


Longshot over to the rusted switch on the far back portion of the room. The Megaton Hammer works great on this switch. The central door is now open. Use the Hover Boots to scurry over to the statue's left hand (it has the Triforce emblem on the palm). Play Zelda's Lullaby to make a chest fall into the statue's right hand. Longshot over and collect your prize, another key. Enter the room you opened with the switch. Push two consecutive blocks into their holes. Once again, slam the rusted switch with the Megaton Hammer. Go back to the statue room and enter the locked door on the third floor, take

the left door at the fork. Kill the Wolfos before you do anything in this room. After the doggy is dead play Zelda's Lullaby while standing on the Triforce logo. You'll see a chest appear. Use the Longshot to swing over to the chest. You now have the compass. Exit to the previous room with the Beamos. Enter the right door. You should be a room with three moving boulders and some silver rupees. Pick up all the rupees to unlock the door. Kill



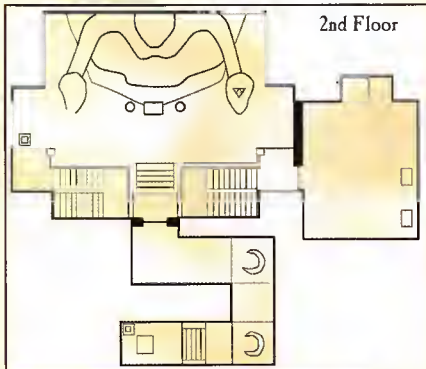
3rd Floor



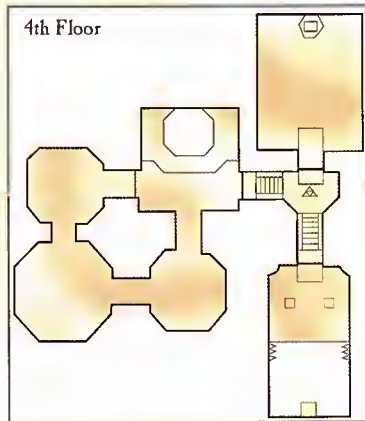


the stairs. Use Fire Arrows on the three Egyptian enemies in the room with the various holes. The preceding puzzle is a pain. Link must lure an Armos onto the blue switch. This will open the locked door. But if the Armos steps off the switch the door will close again. Be patient and it'll happen. Follow the corridor until you reach an Iron Knuckle. Defeat it just like you did when you were a child. It should be much much easier since you can use the mighty Biggoron Sword. Beyond the Iron Knuckle room lies the Mirror Shield. Now Link's attire is complete. He can fight style with the Biggoron Sword, Goron Tunic and Mirror Shield. All super heroes have

to color coordinate. Link's no different. Going back to the room with the Armos' Link will have to use his new shield to reflect the incoming sunlight onto the sun on the wall. With that done he can enter the room with the key inside. Return to the Anubis room and use the key on the locked door. Destroy all the enemies within this room and carefully climb the moving wall. It'll take some timing on your part but a couple of tries and you'll be up. Walk forward until you see the Triforce emblem. Play Zelda's Lullaby. Enter the door ahead of you. Kill all the slugs and destroy all the false doors before solving this puzzle. Hit the yellow eye switch with an arrow then use the Longshot to



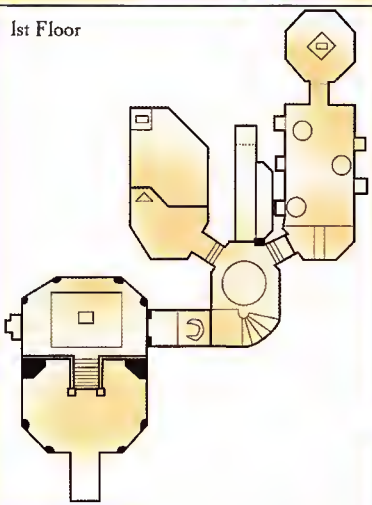
2nd Floor



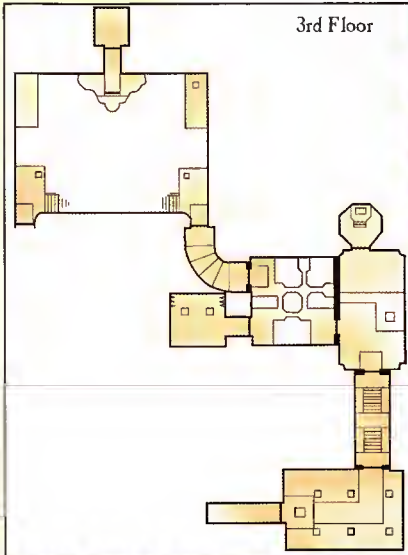
4th Floor

swing up to the platforms above, step on the switch and pick up the Boss Key. Exit the room and head to the right. Watch out for flying pots as you enter this room. Use a swing from your sword to flip the switch behind the bars. This will unlock the door ahead of you. The only way to get the sun down to the main room in this area is to rotate two Cobra Mirrors. The first is easily accessible. The second can only be reached by blowing a hole in the wall. Once both mirrors pull the sunlight to the larger mirror Link can step down and reflect the light onto the sun. The platform will descend to the second floor. Reflect the sun's rays on the statue's face. It will crumble revealing a hidden doorway. Longshot across to the Boss chamber. Before you battle the twin witches you will defeat yet another Iron Knuckle. You know what to do.

1st Floor



3rd Floor





TWINROVA

The twin sisters are invulnerable to their own magic but extremely susceptible to their counterparts' brew. The two will fly around the arena like bats out of hell. Each one will usually take her shot at Link. Use the Mirror Shield to reflect their juice. Try to have both in the same area when you go for a hit. Z Target the one you'd like to hit, but keep an eye on the one shooting the magic. That is, if you would like to hit the Koume, target her but be more watchful of her sister. After a severe beating the two sisters will transform into one. Now the pattern changes. Link will have to absorb three shots of the same magic. That is, three ice shots or three fire blasts. The third consecutive shot of a specific magic will overload the shield causing it to let loose with the magic. Be sure to strike Twinrova with the blast. She will become dizzy and fall to the pedestal below. Longshot over to the witch and her with your sword. Repeat until they kick the bucket.



GANON'S CASTLE



You've made it to the last portion of your quest. Ganon's Castle is the only thing standing between Link and the evil wizard. This will test every skill Link has learned up to this point. There are six areas

within the castle. Each one represents one of the six sages.

You'll need their help to undo the binding force. Only when the force has

been broken can you face Ganondorf. If you ever need anything or become weary from battle a secret shop full of business shrubs and fairies is located on the lower floor. Use the Lens of Truth to find it. Going in a counter-clockwise manner begin from the door to the right of the entrance. This area represents Forest. Defeat the Wolfos then light all the unlit torches. Equip the Hover Boots as you'll need them to float around the platforms that follow. Use the fans to your advantage as you pick up the silver rupees within. Take out the Beamos before you attempt to get anything done. Use a Light Arrow on the Forest Barrier to speak with Saria.

Enter the door to the right. This is the Water Barrier. Kill all the Freezards in the

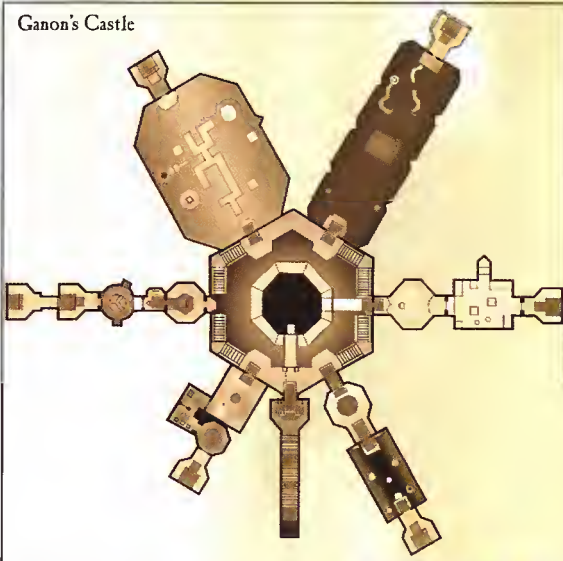


room then use the Blue Flame on the red ice to exit. Link completed an ice block puzzle like this before. The only difference here is that you have a time limit. When you've done it use another Light Arrow on the Water Barrier.

After the Water Barrier is the Shadow Barrier. This is one of the more challenging areas. Link will have to hit a far away torch with a fire arrow to create a temporary walkway. When you reach the platform with the Like Like you'll have to hit the same torch to create another walkway to a switch. This switch will give access to the chest holding the Gold Gauntlets. When you've gotten the Gold Gauntlet head over to the Barrier room. Shoot a Light Arrow through the barrier just like before.

You've been using to collect silver rupees by now. In this area it is necessary to collect five rupees to advance. The Gold Gauntlets will come in handy against the enormous block. Link will lift it up and toss it back. Now you can use it to get the last rupee. Go into the Barrier room and speak with your brother, Darunia.

Ganon's Castle





Use the powerful Gold Gauntlets against the obstacle stopping you from the Light Barrier. The Lens of Truth will show Link what his eyes cannot see. Defeat all the enemies here to earn a key. When you come to the Triforce logo play Zelda's Lullaby to earn yet another Key.



The last room is the most confusing. Use the Lens of Truth to see beyond this room. When you have released the Light Barrier it's time for the final task, the Spirit Barrier. As you enter the room filled with traps and Armos collect all the silver rupees. Flip the nearest switch with your sword in the next room. Collect the Bombchus and use one to hit the far switch. Get rid of the spider webs with a Fire Arrow then use the Mirror Shield to reflect the sun. When the last barrier has been broken you can enter the main tower. There should be nothing surprising as you battle your way up to Ganon. Every enemy you will fight you've already beaten a hundred times over.

GANON

Position yourself as shown when the battle begins. Equip the weapons as shown—have the Hover Boots equipped. You won't be moving much. Ganon will throw magical bolts at Link. Reflect them back with your sword like you did in the Forest Temple. A volley will ensue; after time Ganon will take the hit, unless you mess up first. When he is recovering from the hit quickly strike him with a Light Arrow, only this can pierce his dark soul. Now run across the small hole and slash at Ganon as much as you can in the short time given to you. Run back to your previous position and repeat this pattern. Sometimes Ganon will create what looks like a black hole. When he does this he'll send more than one bolt at you. The spinning shield will send them all back with twice the force. If you run out of magic or need health and arrows the floor below with all the pots has what you need. You will have to climb up the central spire if you fall. It's not over when it's over. After Ganon lies helpless, or not so helpless, Zelda and Link must escape. You have 3 minutes to make it out of the crumbling tower. Keep ahead of Zelda and she will follow. When she is captured by a wall of fire kill the two Stalfos to free her. When you've escaped you're not completely out of the clear. Link will have one last battle with Ganondorf, who has now changed into Ganon by the power of the Triforce. This final incarnation is the monster we know. And now we learn how it came to be. If you need any items lure Ganon towards the rumble. He'll destroy anything in the way of Link. You can collect whatever flies out. To defeat Ganon one last time fire Light Arrows directly at his head. If he doesn't block you can roll beneath his legs and strike his tail with the Biggoron Sword or the Megaton Hammer. Both work well. Ganon has two swings that can do some serious damage if not avoided. Ganon's attacks and movements will speed up after sustaining some damage. Keep the same rhythm but concentrate on his tail. The battle is close to over when you are permitted to pick up the Master Sword. The final strike can only be accomplished with the Master Sword. Even the Biggoron Sword is no match for Ganon's evil heart.



Goodbye, Segata Sanshiro!

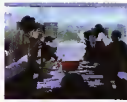
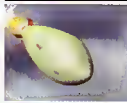
The *Segata Sanshiro* game is pretty crude, but it has a bunch of fun mini-games and it's a barrel of laughs.



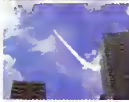
His own CD and stuffed dolls! I wonder if he sings better than William Shatner!



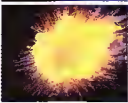
Segata Sanshiro has been Sega's official mascot for the Saturn in Japan. Originally he was used to market the white Saturn in Japan (his name is a play on words meaning, "Do Sega Saturn White"), but as his popularity grew he became known as THE Saturn guy. Segata Sanshiro, played by famous actor/martial artist Kunihiro Fujioka, has become so popular that Sega is making a killing through merchandising his character. Some of the merchandising goods include: a Sanshiro Saturn game, plush dolls, T-shirts and even a music CD sung by Mr. Sanshiro himself! His strong, never-say-die image is perfect for the underdog home system. Now that the Saturn's life has run its course, however, Mr. Sanshiro's job has come to an end. The following TV commercial says goodbye:



The Sega office celebrates as they get ready to release the Dreamcast. A unagamer terrorist releases a missile. Ahh, run away!



Sanshiro jumps from the Sega building, grabs the warhead and steers it away by pushing off the window with his feet!



Like Superman, he takes the missile into space and goes out with a bang. The Sega Saturn hero sacrifices his own life for the future of the Dreamcast. How touching (sniff).



by Anatole Brown

JAPAN REPORT!

GAME DESIGN 101

Game design schools are becoming so popular in Japan that if you open any Japanese video game magazine, you'll see tons of ads trying to recruit new students. In the U.S., there are several computer graphic design schools but it's pretty hard to find classes that specialize in programming for computer games. In Japan these game schools are popping up everywhere, giving most anybody a chance to become the next Shigeru Miyamoto! The only downside is that classes aren't cheap and can range anywhere from \$10,000 to \$20,000. Some software companies,



Modeling is an integral part of 3-D character design.

like Konami, have their own schools and students get to learn from masters like Hideo Kojima of *Metal Gear Solid* fame! As people begin to realize that video games are becoming a multi-billion dollar industry, more game design classes may start appearing in American Universities. Keep the faith, future designers!



At Konami Computer Entertainment School, each student gets to learn on a Power Macintosh.



Students learn the basics of game design at Amusement Media Art School.

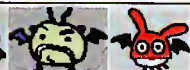
Layla Croft!

Just a couple of weeks ago, *Tomb Raider III* was released in Japan by Enix. The Japanese version of the game has an entirely different opening movie. The original U.S. version has no trace of Lara in the opening sequence, but in the Japanese version you get to see her in full action. Check out the subtle differences in Enix's version of the rendered Lara—she looks a tad angrier than our Western counterpart! Also, in Japan people call her Layla Croft, since pronouncing "Lara" is a little awkward in Japanese. None of this, however, takes away from her...um...universal appeal!



an eeevil tamagotchi

All right, I know Tamagotchis are pretty much over in America, but in Japan they're like Ty Beanie Babies! Apparently, even the Yakuza (Japanese mobsters) deal in rare Tamagotchis because they make more money than dealing illegal contraband! A new addition to the Tamagotchi family is *Devil Gotch*. Instead of preventing them from becoming bad, the *Devil Gotch* is inherently evil! You have to use magic powers to bind them from doing bad things whenever their "evil meter" starts rising. Grab one before the Yakuzas do!



BACK ISSUES

1996

March - **Samurai Showdown II**: Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

April - **Ultimate Mortal Kombat 3**: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

May - **Killer Instinct 2**: Aggie Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Poachontas, Assault Rigs, Johnny Bazookakone

June - **Area 51**: Soul Edge, Panzer Dragon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - **Street Fighter Alpha 2**: Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

August - **Special Arcade Issue**: Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

October - **NIGHTS**, Super Mario 64 (part 1), Tekken 2

November - **Star Gladiator**: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - **The King of Fighters '96**: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - **X-Men vs. Street Fighter**: Tomb Raider, Wave Race 64, Kizuna Encounter

February - **Virtua Fighter 3**: Sonic 3D Blast, Persona

March - **Mario Kart 64**: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Showdown IV—Plus FREE Mario Kart 64 Pinups

April - **Turok: Dinosaur Hunter (part 1)**: Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - **Real Bout: Fatal Fury Special**: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - **Street Fighter III**: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - **Tekken 3**: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

October - **Castlevania Symphony of the Night**: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December - **Diddy Kong Racing**: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February - **Bloody Roar**: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September-**Parasite Eve**: Pocket Fighter, Bomberman Hero, Deadly Aris, G Darius, Radical Bikers, Shining Force III, Devil Dice, Vigilante B, Heart of Darkness

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Mar. '96	TIP1963 x\$8.00=
April '96	TIP1964 x\$8.00=
May '96	TIP1965 x\$8.00=
June '96	TIP1966 x\$8.00=
July '96	TIP1967 x\$8.00=
Aug. '96	TIP1968 x\$8.00=
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Jan. '97	TIP1972 x\$8.00=
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California residents add 8.25% sales tax. Ohio residents add 7% sales tax.

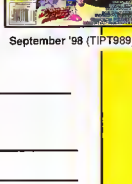
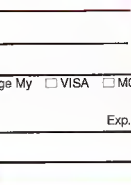
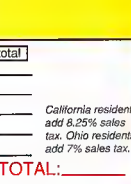
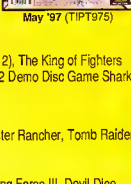
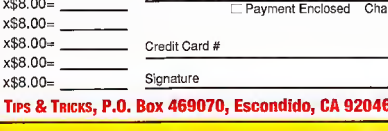
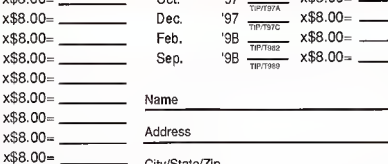
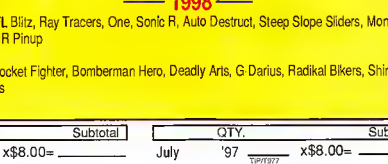
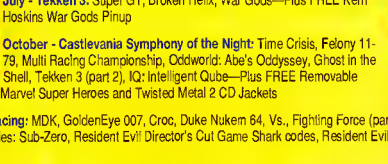
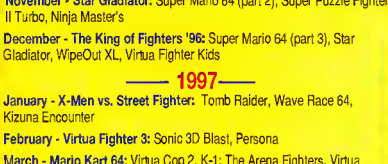
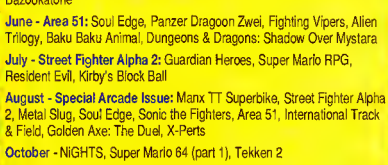
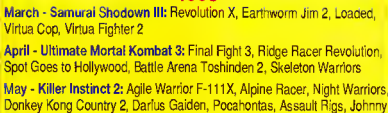
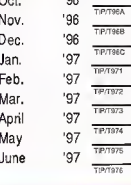
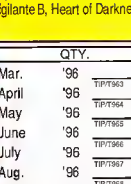
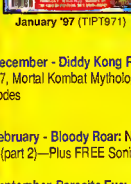
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Tips & Tricks, P.O. Box 469070, Escondido, CA 92046





Densha De Banjo

Nintendo went on a huge advertising campaign in Japan with the December release of *Banjo-Kazooie*. Several westbound bullet trains (*shinkansen*) from Hakata to Shin-Osaka were decorated with characters from *Banjo-Kazooie*. The ad campaign lasted from the beginning of December until the end of January to greet the new year. Inside one of the cars was a huge *Romper Room*-style play area for little kids called the "Kiddie Saloon". Inside, you can read, draw, build blocks and even meet Banjo himself! Lucky passengers were able to purchase awesome *Banjo-Kazooie* goodies like watches and keychains. Nintendo has been using major transportation systems throughout Japan as a means of advertising; last year it used All Nippon



Airways to advertise *Pokemon*. How this has helped Nintendo in N64 sales in Japan is questionable, especially when you consider its poor performance in the Japanese market. What's next, a *Zelda* ocean-liner?



Here's the original blueprint for the *Banjo-Kazooie* train.



On the opening day of the train's route, kindergartners got to watch them paint the train and meet Banjo!



Inside the train is a play room for kids. You can even buy some of this cool *Banjo* stuff from a catalog!



BEAT MANIACS

After years of silence in the arcades, Konami found itself with a bonafide hit in *Beatmania* last year. So successful was the game that Konami proceeded to create other music and dance games like *Dance*, *Dance Revolution*. Now a whole bunch of companies are trying to bank on the hip-hop culture phenomenon. It's almost as though people have forgotten how innovative *Parappa the Rapper* was! Konami has released a PlayStation version of *Beatmania* and there's even a *Third Mix* add-on disc available. Let's take a look at some of the hot *Beatmania* items out in Japan now:



We showed you the original black PlayStation controller by ASCII in last month's *Cool Zone*. Now take a look at these limited-edition controllers for true *Beat Maniacs*. There's only 1,500 of each, so if you can get your hands on one of them in the U.S. then you're really lucky! Each one was exclusively designed for Famitsu, a famous video-game magazine published by ASCII themselves. The orange one was designed by the art director of the popular band Pizzicato Five, while the white one is designed by Famitsu artists and the yellow one is designed by Jason's buddies, the band Dengki Groove!

Beatmania for the Color Game Boy! In Japan, a Color Game Boy version was released this month. This version features some songs not in the PlayStation or arcade versions, like "Country Western!"



Konami also released this small portable *Beatmania* game. All we can say is that it must be really hard to scratch on that mini turn-table!

Bust It!

Speaking of music and dancing games... Just as we were about to go to press, news

came out of Japan that Enix is releasing an arcade version of *Bust-A-Move* (a.k.a. *Bust-A-Groove*)! It's pretty rare that a home console game gets ported to the arcades, but Enix is hardly your everyday company!

Actually Enix got a lot of help from Atlus and the arcade masters at Namco in putting the cabinet together. The arcade version will incorporate foot pedals to enhance this already fun game even more. Let's hope it makes its way out here soon.



With all those speakers it looks oddly like a *Beatmania* machine! Put on the Freeze!





Cool Zone!

COOL ZONE

STAR TREK We're in Tribble!

I don't care what anyone else says: The original Star Trek television show was, and still is, the best of the series. When Captain Kirk wasn't scamming on girls aboard the Enterprise or channel surf-

some wacky planet kicking some alien's backside. Nosiree, Kirk didn't take no crap from nobody! (sorry...I'm off on a tangent; my apologies) In any case, the fur ball you see to the left is called a Tribble. These little creatures caused quite a problem for Kirk and his crew in the classic episode The Trouble With Tribbles, when they multiplied by the millions. Why, at one point, the darned things even wound up on Kirk's lunch tray! Jim was happy to get his very own "Talking Tribble" for Christmas. The VHS video gift set includes the original Star Trek episode, along with the cleverly-crafted Deep Space Nine episode in which Sisko, Wolf and crew are thrust back in time to deal with the little buggers themselves. The new cast crosses paths with the original cast and...well, it's pretty cool. Oh, and did we mention that this set also comes with a Tribble? Check your local video retailer for availability. MSRP: \$29.99



IT WILL BE OUTLINE FOR YOU, ANOTHER POWERS!

ONLY 120 DAYS TILL

OSWEN JUNE 15, 1995

YEAH... YEAH!! GET ME AT THIS ANGLE, SO YOU CAN'T SEE MY EVER-EXPANDING BEER GUT!



It's Talking Yoshi! From Bensusen Deutsch & Associates (say wha-?) comes four officially-licensed talking plush toys. There's Mario, Donkey Kong, Bowser and, of course, Yoshi. Squeeze Yoshi's left hand and he blurts out his trademark "Shwee-shwee-shwee-SHOW!" sound! MSRP: \$19.99 each



Everyone loves M&M's! If you don't, you must either be a communist or Gerardo Rivera. Just kidding. Okay; this gumball machine-type dispenser comes in handy when we need a chocolate rush. Actually, I love M&M's so much, every time Jim turns around to get one out of the dispenser, there's like, one left. Other kinds of goodies work in the dispenser, too; gumballs, pellet candy...even Viagra!



Who's the man? Huh?... HUH?! Master of Video Game Music, Tommy Tallarico, gave members of the Tins & Twicks crew miniature violins for Christmas. Each battery-operated instrument plays several tunes. Musical selections consist of pre-programmed notes which are triggered as the bow makes contact with the strings. As long as your timing is reasonable, you can tap away and the songs come out sounding pretty good. Idiot proof...just how we like it! We keep torturing Jason by playing "You Are My Sunshine" over and over again! Haw, hawww! A fun toy and a perfect torture device, to boot! Thanks again, Tommy!



These cool Team Rocket figures are from Bandai. Judging from the recent cross-licensing of the Monster Ball series for the U.S., you may be seeing Jessie and James in a toy store near you!

Ever wish you could play Elmer Fudd in the privacy of your own bedroom? (sick, Jim...sick!) Arcadia Electronic Shoot from Toy Max projects moving targets on walls. No need for batteries, either; just plug the base unit into a wall socket, turn the lights out and go mental! Up to two players can blast away at quacking ducks simultaneously using light-sensing rifles. The quacking sound effects eventually drove us to the brink of insanity, however, the cool "kickback" feature of the gun really added to the fun. Whatever you do, DO NOT HOLO THE GUN BARREL IN FRONT OF A BRIGHT LIGHT AND PULL THE TRIGGER! After Chris did this, our gun went dead and we had to have Toy Max sent us a new one. Arcadia comes with base unit, rifle and Shoot Duck game cartridge. Available now—check your local toy store. MSRP: \$69.99

This funny-looking, frog-faced stick is called Mago No Te, which means "Grandchildren's Hand" in Japanese. An age-old tradition, grandchildren in Japan have been known to scratch the itchy backs of their grandparents. I'm sure glad I'm not a tiny Japanese boy... Eee-eee-eee!! Import only.



Cool Zone!

Cool Zone!

Cool Zone!

Cool Zone!

Cool Zone!



Pikachu-branded "AAA" batteries from Fujitsu. Perfect replacement juice for a dying Game Boy Pocket! Import only.

If you have yet to receive your fill of the Spice Girls, you might want to pick up some of these three-inch figures. There are twelve different figures (no Ginepro, though!) and each comes with its own transparent stand. Available now from Toy Max. MSRP: \$2.99 ea.

70'S MANIA!

A crazy look back at a time when it was cool to take a picture of K.C. and the Sunshine Band with your new Polaroid instant camera while wearing bell-bottoms and drinking low-calorie Tab. We'll return with more in the coming months...

First, it was T-shirts, then ball caps...now, wrist watches seem to be the trend these days with promotions personnel. A smart choice for the man on the go, this handsome PlayStation watch adorns the familiar multi-colored logo. Okay, let's cut the GQ crap; the bottom line is, this watch rules!



Amazing Spider-Man Company; Marvel Comics
70s Price: 25¢ ea.

Description: Marvel's monthly, flagship comic book series starring everybody's favorite web-slinger, Spider!

Comments: Can you say 25¢ = pure joy?! In the 70s, there was no cheaper way to gain happiness than by buying a comic book; in this case, Gerry Conway and Ross Andru's ASM run. Lots of cool villains like Tarantula, Cyclope, the Jackal and the Punisher made their debut in this series!

Description: The world's first 9-volt battery-operated handheld electronic football game made its debut in 1978. A series of tiny, red L.E.D.'s represent players and the ball.

Electronic Football Company; Mattel
70s Price: \$29.95



Wacky Packages Company; Topps
70s Price: 5¢ per pack

Description: Satirical stickers poking fun at everyday consumer products. Includes a stick of bubble gum.

Comments: One trend during the 70s was to make fun of just about everything. Since most kids ended up pasting these deals onto dresser drawers and school lockers, these stickers are currently highly sought-after by collectors. Jim's favorite: Cracker Jack!

Description: Monthly kids magazine offered by Scholastic Book Club through schools. Covers pop culture and current trends.

Comments: For those seeking the quintessential glimpse into the crystal ball of the 70s, there's probably no better source than right here. A typical issue of *Dynastie* covered anything from Farrah Fawcett to the cast of *Welcome Back Kotter*. Groovy!

Dynastie Company; Scholastic
70s Price: \$1.00



Namco Entertainment Goods Store in Japan is the only place on Earth you can get these Mokujin Choco treats. The tasty chocolates are twig-shaped.

Along with a brief description of the popular Tekken 3 character, the back of the box also contains the following recommendation: "Eat the twigs while playing the game and give yourself some power!" Sounds like a plan! Hey, just in case you're curious, Mokujin means "tree person" in Japanese.

While not as cool as the Real Action Parappa that Anatole scored in the Land of the Rising Sun, this little dog is still hot. In at under a foot, this Parappa toy has articulation in his arms and head. He's one of many characters in the Parappa the Rapper line. These figures have cloth attire and look great. We'll show you some more next month! Pick this one up for about 30 bucks and change. Import only.



World's Greatest Super-Heroes 8" Action Figures Company; Mega
70s Price: \$2.99 ea

Description: Simply the greatest action figure line of all time.

Comments: Back in the 70s, the year "1999" seemed like a million years away! (scary, huh?) Eventually, rust-prone metal kits like the one seen here were replaced by plastic ones. Still, there was something cool about the look and feel of a metal lunch box. Plus, it made a cool "KRANG!" sound when it was snapped shut.

Comments: Oh my god, where do I begin?! I could fill page after page documenting my glee-filled childhood thanks to these wonderful cloth-costumed figures. Okay...dolls. These things are now going anywhere from \$300 to nearly a thousand bucks a pop! If I just had a freakin' time machine...

Space 1999 Lunch Box Company; Thermos
70s Price: \$2.99



Colorforms Company; Colorforms
70s Price: \$1.99

Description: Die-cut, soft vinyl play pieces "stick like magic!" to UV-coated

cardboard dioramas. Licensed properties include Scooby Doo, Charlie Brown and Spider-Man.

Comments: There was a time during the 70s when Colorforms probably kept more kids busy than any other toy on the market. There was much fun to be had in creating scenes with assorted soft vinyl pieces. Simplicity rules!



Description: Weekly live-action Saturday morning kid's program starring Johnny Whittaker. Later episodes also feature the flamboyant antics of (shudder) Rip Taylor.

Comments: Like many of Sid & Marty Krofft's "doobie-ous" creations, this

Sigmund & the Sea Monsters Company; Sid & Marty Krofft

show was major fun to watch. The "boy and his sea monster" concept was truly magical. Why aren't any of the networks producing shows like this anymore?





You're looking at something very special, indeed. This is a limited edition Famitsu Game Boy Light! As you may recall, WEEKLY FAMITSU is widely regarded by many in the know as THE greatest video-game magazine in all Japan, if not the world. Well, the publisher actually got together with Nintendo of Japan last year to produce their own exclusive Famitsu Game Boy Light. Awesome, huh? Import only.



SAKE TO ME, BAY-BEE! ~~eee-vee!~~



This delightful beverage is called sake (pronounced "sock-a"). It is a very popular drink for adults in Japan. It has the power to make even a big, strapping man feel a bit on the "eee-veevii" side, so we don't recommend you ever try it. Remember what happened to Austin "Dancer" Powers when he went on that visit to see Allotta Fagina? That temptress was able to manipulate poor Austin by saucing him up with the stuff!

TUFWEAR

CONTENDER

Holy crud!—talk about your killer promotional campaigns! To hype the release of Contender, their arcade-style boxing game for the PlayStation, Sony hooked us up with some serious equipment. One morning, the mail delivery guy here at the office carted in huge boxes loaded with boxing gear, all made by Tuf-Wear, official sponsor of the U.S. Boxing Team. A huge workout station complete with a heavy bag and speed bag now hangs in the main "game room" here at T&T, thanks to Wendy, Grady and the gang over at Sony! Now we don't have to throw controllers anymore when we're frustrated; we just calmly stroll over to the workout station to unload every ounce of our fury! Tyson, look out! Yeee-ah!

Fel-Yin is one of the latest Virtuaroids to make the transition from polygons to plastic. Slightly smaller than the rest of the cast, Fel-Yin is super detailed. Aphamd and Fel might be the last VO characters before the sequel toys trickle in. She'll run you about 30 days at an import shop or Big Entertainment.



An arcade gamer's paradise come true! MAS Systems, the developer of the Multi Arcade System Stick shown here, has been making exact arcade replica joysticks since the days of the good 'ol Super NES and Sega Genesis. This big daddy control system is what every hardcore fighting game fan should have with the most precise gameplay imaginable. Each joystick is custom made with top quality microswitches, and as close to the arcade as you can get. TIPS AND TRICKS has thoroughly tested the MAS Super Pro Stick, and believe us when we say it, these things are sturdy! Every special move and combo—and we mean EVERY one—can be pulled off to perfection, just like in the arcade. The Super Pro Stick runs \$79.99 for either PlayStation, Nintendo 64, or Saturn. You can add \$29.99 for each additional system that you would like your Super Pro Stick to be compatible with. To order, please call MAS Systems at (714) 531-4741, or if you have internet access, look them up on the web at www.massystems.com, and tell em TIPS AND TRICKS sent ya!

For years, CH Products have been making top-shelf PC-compatible controllers and peripherals. The company has finally entered the console market with the debut of their dual-analog GameStick for the PlayStation. We know what they say about proof being in the pudding, so we put the stick through its paces. First, we threw in TWO's Bravo Air Race—a digital game, mind you—and were quickly impressed at the general ease of control. We then proceeded to play through several more games, including the real test: Namco's superbly-crafted Ace Combat 2. We're happy to report that the GameStick pulled through with (ahem) flying colors. Although the manufacturer claims that the device emulates dual-analog pads, digital pads, analog joysticks and even Namco's NeGcon, we found it performs best while playing flight sims. Check your local retailer or simply visit CH Products at their web site: www.chproducts.com. MSRP: \$59.95



The doo-hickie attached to this Game Boy Pocket is called the GB Stick. Manufactured by Mori Gang of Japan, the GB Stick snaps onto your Game Boy Pocket and features large buttons and a control stick which works the D-Pad underneath. At about eight bucks, the GB Stick will not work with any other Game Boy incarnation other than the Game Boy Pocket. Import only.

Crash fans should check this out! This 14-inch plush Crash doll looks more like the "doppelganger" Crash from Crash Bandicoot: Warped than the real one! Anatole picked up the fuzzy marsupial at the Universal store at Universal Citywalk in California. MSRP: \$19.99



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